

THE  
APPALACHIAN  
GENERAL

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THE APPALACHIAN GENERAL (TAG) is a monthly publication which is being published by DAVALAN Press. The Appalachian General is devoted to the playing of diplomatic games. Variants are the main focus, but there are always several games of regular Diplomacy for the purists. There are currently game openings (see below). Standby players are welcome at all times. A subscription to TAG is \$0.75 per issue, or 15 issues for \$10.00 if paid in advance. The publisher of TAG is: David K. McCrumb, Route 1, Box 109, New Castle, Virginia 24127  
Phone: 703-864-6501 No calls after 9:00 pm

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June 6, 1988

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Mailed moves are due by July 10, 1988.

Phone moves are due by July 8, 1988.

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Game Openings: Only openings for 1988-1989

GUNBOAT TOURNAMENT (7x7 Gunboat Diplomacy) GM: Rick Dorsey  
\$8 game fee + \$2 NHR fee + subscription to TAG  
Have five players\_\_\_\_; need two more players

Colonia VI: \$10.00 game fee + subscription to TAG  
This is a world wide game of Diplomacy starting in 1750. The powers are Austria, China, England, France, Netherlands, Ottomans, Portugal, Russia, and Spain. Rules are basically the same as Diplomacy. Map included. Standby's will not be used. Preference lists will be accepted.  
Bongard, Costello, Hyatt, Kendter, Jr., Wulff; need 4 more.

Diplomacy: \$5 game fee + \$2 NHR fee + subscription to TAG  
The first two years will not have a kibitzer map printed.  
Crosby, Diehl, Hunter, Ouzts; need 3 more

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In case you haven't noticed the next page yet, look there now. Sharyn won the Edgar Allan Poe Award from the Mystery Writers of America on May 12. Next issue will include some thoughts and anecdotes from her trip to New York for the awards, plus the ultimate fan letter.

Finally, we can get back to diplomacy. I would like to thank everyone for their encouragement and congratulations during my defense. The thoughts were appreciated. My public presentation went very well. I got several congratulations from faculty that were present. One even commented that he thought I would make an excellent college professor. My private meeting with my committee also went very well. They usually last two hours for a Masters defense, but my committee agreed to pass me after only 50 minutes. And only about half of that was a question and answer period. We discussed the implications of my findings the rest of the time. I then had two weeks to make the corrections that were asked for in the thesis. That was difficult because I had to balance them between three different people. But I managed.

I even got through the computer temporarily loosing my files. My computer expert was in Chicago at the time, but I finally figured out what to do and finished at 5 am on the due date.



*The Mystery Writers of America  
Edgar Allan Poe Award  
for  
Best Paperback Original 1988*



*Sharyn McCrumb*

*"Bimbos of the Death Sun"*

*Published by TSR, Inc.*

I took a week off to recover, then started working on TAG. I finished the games that week, and everything else a couple of days later. However, I went to my parents farm in West Virginia over the weekend to help dismantle their old barn before they move to Korea this summer. At some point during the weekend, I got into some poison ivy without realizing it. For those that are allergic to it as bad as I am, they know what I have gone through. I suffered terribly. The worst thing was that I got it in my eyes. They were swollen shut for three days, and all the salve to control the itching can not be applied around the eyes. Since I couldn't see, I couldn't do anything to take my mind of the itching. No reading, no writing, no driving, all I could do was watch television laying on my back. In that position I could manage to open my eyes enough to see. My medicine finally worked, and I can now see. I still have poison ivy blisters all over, but at least I can function. I then had trouble arranging computer time, as I was planning to do this issue on a laser printer. I have finally given up, and am putting it out now. Most of the articles will be held until next issue due to the lateness of the issue.

There were to be several extras this issue. One is a ranking of all the Diplomacy games that I have run by mail using the Dragons Tooth Rating System. There are reviews of most of the zines that I receive, plus a review of a handbook to help beginning publishers and GMs. I had asked the three people who have been receiving TAG since issue #1 came out in August 1983 to write a short article, but even though they all agreed to, none of them did. I had also intended to include a couple of other articles, but I want to get this out now. I apologize for taking so long. We should be back onto a regular schedule for a while.

I have always felt that the best way to get new ideas for publishing is to read other zines. Thanks to REBEL, published by Melinda Holley, I have decided to start listing all the gaming achievements of subscribers to TAG. Unfortunately, I can only report on one person this issue. Jim Diehl managed a victory in 1987AH and a two way draw in 1986AH, both as Austria.

DixieCon was held over Memorial Day Weekend (May 28-29). There will be a writeup next issue, along with the final stats. Mark Stegeman won the tournament, with Morgan Gurley coming in second. Morgan led until the last game, which Mark won as Russia. I finished fourth, in addition to carrying off the Best France Award. We played SkinnyDip Gunboat instead of Diplomacy in order to try and get more games played. Unfortunately, it doesn't save very much time when played Gunboat style. Andrew Chilton won this.

Once again, it is time for the Runestone Poll. I have included a ballot for those people who only sub to TAG. In other words, other publishers and players that I know have received other copies will not find one enclosed. If you do need one, and I didn't send you one, let me know and I will forward it.

There is also a ballot for three hobby awards for Best Article, Best Player, and Outstanding Service. I don't know if I have included this in past years, but I will now. Of course, most of you will conclude that this is because I have been nominated for the John Koning Award for Best Player. You would also be correct. Heh, I'm allowed to have an ego also. Actually, I don't know if I am the best player. Just like most types of competition, it changes constantly. But regardless, DO YOUR PATRIOTIC DUTY AND VOTE McCRUMB! Your support will be appreciated.

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Lewis Cass (1987Jrb32) Spring 1905

RETREATS: Austrian 3A Tri-Ven.  
AUSTRIA: Constant. 1A Ser (S) 3A Ven-Tri, 2A Vie (S) 3A Ven-Tri,  
3A Ven-Tri, 4A Bud (S) 1A Ser.  
ENGLAND: Constant. 1A War-Mos, 2A Nwy-StP, 3A Lon-Nwy, 1F Nth (C)  
3A Lon-Nwy, 2F Swe (S) 3F Hel-Den, 3F Hel-Den, 4F Nrg-Bar.  
FRANCE: Constant. 1A Mar-Pie, 2A Bur (S) 3A Ruh, 3A Ruh (S)  
4A Bel-Hol, 4A Bel-Hol, 1F Trn (S) ITALIAN 1F Nap-Ion/NSU(Italian),  
2F Eng-Bel.  
GERMANY: Builds 4A Ber. 2A Mun (S) 3A Kie-Ruh, 3A Kie-Ruh,  
4A Ber (S) 2A Mun, 2F Bal (S) 3F Den-Kie, 3F Den-Kie/dsl(Ska,otb).  
ITALY: Removes 1F Nap. 1A Rom (S) 2F Adr-Ven, 3A Tyo-Vie,  
2F Adr-Ven.  
RUSSIA: Removes 3A Mos. 1A Sev (S) 1F Rum, 2A Ukr (S) 1A Sev,  
1F Rum (S) 1A Sev.  
TURKEY: Builds 4A Con. 1A Gre-Alb, 2A Arm (S) 4A Con-Sev,  
3A Bul-Rum, 4A Con-Sev, 1F Bla (C) 4A Con-Sev, 2F Tri (S) ITALIAN  
2F Adr-Ven/dsl(Adr,otb).

Benjamin Butler (1987Nrb32) Spring 1905

RETREATS: Italian 1A Tri-Ven.  
AUSTRIA: Constant. 1A Ser (S) TURKISH 2A Rum-Bud/NSO, 1F Tri H/dsl  
(Adr,Alb,otb).  
ENGLAND: Remove 1F Bal. 2F Rom-Trn, 3F Pic-Eng, 4F Nrg-NAO,  
5F Iri (S) 3F Pic-Eng, 6F Nth (S) 3F Pic-Eng.  
FRANCE: Constant. 1A Bre-Par, 2A Ruh-Bur, 3A Bel (S) 2F Eng-Pic,  
1F Mid-Bre, 2F Eng-Pic/dsl(Hal,Lon,otb), 3F Spa(sc)-Mid.  
GERMANY: Builds 2F Ber. 1A Kie-Hol, 3A Fin (S) 1F Swe-Nwy,  
4A Mun-Kie, 5A Den-Swe, 6A StP (S) 1F Swe-Nwy, 1F Swe-Nwy,  
2F Ber-Bal.  
ITALY: Constant. 1A Ven (S) 3A Bud-Tri, 2A Gal-Bud, 3A Bud-Tri,  
1F Aeg-Bul(sc)/dsl(Eas,Ion,otb), 2F Tun-Trn, 3F Gre (S)  
1F Aeg-Bul(sc).  
RUSSIA: Constant. 1A Mos (S) 2A War-Ukr, 2A War-Ukr.  
TURKEY: Constant. 1A Bul-Gre, 2A Rum (S) 2F Bla-Bul(nc),  
3A Sev (S) 2A Rum, 1F Smy (S) 3F Con-Aeg, 2F Bla-Bul(nc),  
3F Con-Aeg.

Joel Poinsett (1987Krb32) Spring 1905

RETREATS: French 1A Bur-Par; Russian 1A Swe-Fin.  
AUSTRIA: Constant. 1A Ukr-Rum, 2A Bud (S) 3A Tri-Ser, 3A Tri-Ser,  
1F Alb-Gre/dsl(Adr,Tri,otb).  
ENGLAND: Constant. 1A Lon H, 1F Ska-Nwy, 2F Nwy-Bar, 3F Swe (S)  
1F Ska-Nwy.  
FRANCE: Constant. 1A Par-Gas, 2A Bel (S) GERMAN 3A Ruh, 3A Pic (S)  
2A Bel, 1F Eng (S) 2A Bel, 2F Trn-Rom/dsl(GoL,Wes,otb), 3F Mar-Pie.  
GERMANY: Builds 4A Kie. 1A Hol-Bel, 2A Bur-Gas, 3A Ruh (S)  
1A Hol-Bel, 4A Kie (S) 2F Bal-Den, 1F Edi-Cty, 2F Bal-Den.  
ITALY: Constant. 2A Pie-Tus, 3A Rom-Tus, 1F Nap-Trn, 2F Tun (S)  
1F Nap-Trn.  
RUSSIA: Removes 3F StP(nc). 1A Fin-Lvn, 2A Rum-Sev, 3A Mos-War,  
2F GoB (C) 1A Fin-Lvn.  
TURKEY: Constant. 1A Ser-Alb, 2A Gre (S) 1A Ser-Alb, 3A Bul-Ser,  
1F Bla (S) RUSSIAN 2A Rum/NSO, 2F Aeg (S) 3F Eas-Ion, 3F Eas-Ion.

John Bell (1987Orb32) Spring 1905

RETREATS: English 1F Nth-Edi.  
AUSTRIA: Constant. 1A Ser (S) TURKISH 1A Bul-Pum, 2A Vie (S)  
3A Bud-Gal, 3A Bud-Gal, 1F Gre-Atb.  
ENGLAND: Removes 4F Iri. 1A Wal-Lon, 1F Edi-Cly.  
FRANCE: Builds 4A Par. 1A Mar-Gas, 3A Pic-Hal, 4A Par-Gas,  
1F NAO-Nrg, 2F Lpl-Cly, 3F Eng (C) 3A Pic-Hal.  
GERMANY: Builds 4A Kie. 1A Hol (S) 2A Bel, 2A Bel (S) 3A Bur,  
3A Bur (S) FRENCH 4A Par-Gas, 4A Kie (S) 1F Den, 1F Den (S) ENGLISH  
1F Edi-Nth/NSO, 2F Hel (S) 1F Den.  
ITALY: Builds 3A Rom. 1A Ven-Tyo, 2A Tri-Alb, 3A Rom-Ven,  
1F Adr (S) 2A Tri-Alb, 2F Tun-Ion.  
RUSSIA: Constant. 1A Gal-Bud/dsl(Boh,Sil, War,Ukr,otb), 2A Rum (S)  
1A Gal-Bud, 1F Arm-Bla, 2F Ska-Nth, 3F Sev (S) 2A Rum, 4F Swe (S)  
GERMAN 1F Den, 5F Nth-Nrg.  
TURKEY: Constant. 1A Bul-Rum, 2A Ank-Arm, 1F Con (S) 2F Bla,  
2F Bla (S) 1A Bul-Rum.

John Spencer (1987Lrb32) Spring 1905

RETREATS: English 3F Mid-Spa(sc); Turkish 1A Ser-Bul.  
ENGLAND: Builds 6F Lpl, 7F Lon. 1A StP (S) RUSSIAN 1A Mos/NSO,  
1F Nwy-Swe, 2F Den (S) 1F Nwy-Swe, 3F Spa(sc)-Mar, 4F Nth (S)  
2F Den, 5F Eng-Iri, 6F Lpl-NAO, 7F Lon-Eng.  
FRANCE: Constant. 2A Pic-Bre, 3A Bel (S) GERMAN 1A Ruh-Hol,  
4A Par-Gas, 1F Mid-NAO, 2F Bre-Mid.  
GERMANY: Removes 6A Ber. 1A Ruh-Hol, 3A Kie-Den, 4A Ukr (S)  
5A War-Mos, 5A War-Mos, 1F Bal (S) 3A Kie-Den.  
ITALY: Builds 4F Ven. 1A Ser (S) 2F Ion-Atb, 2A Bud (S) 1A Ser,  
3A Gal-Rum, 4A Tri (S) 2F Ion-Atb, 1F Tun-Ion, 2F Ion-Alb,  
3F Trn (S) 1F Tun-Ion, 4F Ven-Adr.  
RUSSIA: Removes 1F Rum. 1A Mos-War/dsl(Lvn,otb), 2A Boh-Gal.  
TURKEY: Constant. 1A Bul (S) RUSSIAN 1F Rum/NSU(Russian),  
2A Sev (S) RUSSIAN 1F Rum/NSU, 3A Gre-Ser, 1F Aeg (S) 3F Eas-Ion,  
2F Atb-Adr/ANN, 3F Eas-Ion.

James Porter (1987Prb32) Spring 1905

RETREATS: Russian 1A Den-Swe; Turkish 2A Sev-Arm.  
AUSTRIA: Builds 6A Bud, 2F Tri. 1A Ser-Bul, 2A Gre (S) 1A Ser-Bul,  
3A Rum (S) 1A Ser-Bul, 5A Vie-Gal, 6A Bud (S) 3A Rum, 2F Tri-Adr.  
ENGLAND: Builds 4F Lon. 1A Bre-Par, 1F Bel-Nth, 2F Mid-Por,  
3F Nrg (S) 1F Bel-Nth, 4F Lon-Eng.  
FRANCE: Constant. 1A Gas (S) 2F Mar-Spa(sc), 2A Bur-Par,  
1F Spa(sc)-Por, 2F Mar-Spa(sc).  
GERMANY: Builds 4F Ber. 2A Hol H, 3A Mun (S) 4A Ber-Sil, 4A Ber-Sil,  
1F Den-Bal, 2F Hel-Den.  
ITALY: Constant. 1A Tun H, 2A Pie-Mar, 2F GoL-Spa(sc), 3F Wes (S)  
2F GoL-Spa(sc).  
RUSSIA: Constant. 1A Swe H, 2A Gal-Rum, 4A Sil-Gal/dsl  
(Boh,War,Pru,otb), 5A Sev (S) 4A Gal-Rum, 6A Mos (S) 5A Sev,  
2F Nwy-Nrg.  
TURKEY: Removes 2A Arm. 1A Bul (S) RUSSIAN 5A Sev-Rum/NSO,  
1F Bla (S) 1A Bul, 2F Con-Aeg, 3F Aeg-Ion.

William Wilkins (1987Mrb32) Spring 1905

AUSTRIA: Removes 2A Boh. 1A War (S) RUSSIAN 2A Mos/NSO.  
 ENGLAND: Removes 1A StP. 1F Bar-Nrg, 2F Wal (S) 4F Lpl-Iri,  
 3F Nth-Edi, 4F Lpl-Iri.  
 FRANCE: Constant. 1A Mar-Spa, 3A Bur H, 4A Bel-Wal/dsl(Pic,otb),  
 1F Iri (S) 4A Bel-Wal, 2F Eng (C) 4A Bel-Wal, 3F Spa(sc)-Mid.  
 GERMANY: Builds 3F Kie. 1A Den-Swe, 2A Ruh-Bel, 3A Hol (S)  
 2A Ruh-Bel, 4A Pru-Ber, 1F Edi-Nrg, 2F Swe-Ska, 3F Kie-Den.  
 ITALY: Constant. 1A Ser-Bul/dsl(Alb,otb), 2A Tyo-Vie, 3A Vie-Gal,  
 4A Tri-Bud, 5A Ven-Tri, 2F Ion-Eas, 3F Wes-Trn, 4F Apu-Ion.  
 RUSSIA: Constant. 2A Mos-StP.  
 TURKEY: Builds 4A Con, 4F Smy. 1A Bud-Ser, 2A Rum (S) 1A Bud-Ser,  
 3A Sev (S) AUSTRIAN 1A War-Mos/NSO, 4A Con-Bul, 1F Bul(sc)-Gre,  
 3F Aeg (S) 1F Bul(sc)-Gre, 4F Smy-Eas.

THE "SECRETARIES OF WAR" GAMES  
GM: David Mc/Crumb

7x7 Gunboat Diplomacy

Lewis Cass (1987Jrb32) Fall 1905

RETREATS: German 3F Den-Ska; Turkish 2F Tri-Adr.  
 AUSTRIA: 1A Ser (S) 3A Tri, 2A Vie (S) 3A Tri, 3A Tri (S) 1A Ser,  
 4A Bud (S) 1A Ser.  
 ENGLAND: 1A Mos (S) RUSSIAN 1A Sev, 2A StP-Lvn, 3A Nwy-StP, 1F Nth  
 (S) 3F Den, 2F Swe (S) 3F Den, 3F Den (S) 2F Swe, 4F Bar-Nwy.  
 FRANCE: 1A Pie-Tyo, 2A Bur-Mun, 3A Ruh-Kie, 4A Hol (S) 3A Ruh-Kie,  
 1F Trn-Tun, 2F Bel (S) 4A Hol.  
 GERMANY: 2A Mun (S) 3A Kie, 3A Kie (S) 3F Ska-Den, 4A Ber (S) 2A Mun,  
 2F Bal (S) 3A Kie, 3F Ska-Den.  
 ITALY: 1A Rom H, 3A Tyo-Tri, 2F Ven (S) TURKISH 2F Adr-Tri.  
 RUSSIA: 1A Sev (S) 1F Rum, 2A Ukr (S) 1A Sev, 1F Rum (S) 1A Sev.  
 TURKEY: 1A Alb (S) 3A Bul-Gre, 2A Arm-Sev, 3A Bul-Gre, 4A Con-Bul,  
 1F Bla (S) 4A Con-Bul, 2F Adr-Tri.

SUPPLY CENTER CHART.....1905

AUSTRIA:	Bud	Vie	Ser	<del>Tri</del>	Tri	.....	4	Constant				
ENGLAND:	Edi	Lon	Lpl	Nwy	StP	Swe	War	Den	Mos	.....	9	Builds 2
FRANCE:	Bre	Mar	Par	Por	Spa	Bel	Hol	Tun	.....	8	Builds 2	
GERMANY:	Ber	Kie	Mun	<del>StP</del>	<del>Tri</del>	.....	3	Remove 2				
ITALY:	Nap	Rom	<del>Tri</del>	Ven	.....	3	Constant					
RUSSIA:	<del>StP</del>	Sev	Rum	.....	2	Remove 1						
TURKEY:	Ank	Con	Smy	Bul	Gre	<del>Tri</del>	.....	5	Remove 1			

Benjamin Butler (1987Nrb32) Fall 1905

RETREATS: Austrian 1F Tri-Alb; French 2F Eng-Lon; Italian 1F Aeg-Ion.  
 AUSTRIA: 1A Ser (S) TURKISH 2A Rum-Bud/NSO, 1F Alb-Tri.  
 ENGLAND: 2F Rom-Nap, 3F Eng (S) 4F NAO-Mid, 4F NAO-Mid, 5F Iri (S)  
 4F NAO-Mid, 6F Nth (S) 3F Eng.  
 FRANCE: 1A Par-Gas, 2A Bur (S) 3A Bel, 3A Bel (S) GERMAN 1A Hol,  
 1F Bre-Eng, 2F Lon (S) 1F Bre-Eng, 3F Mid (S) 1F Bre-Eng/dsl  
 (Spa[nc], Por, Spa[sc], Hes, NAF, otb).  
 GERMANY: 1A Hol (S) FRENCH 3A Bel, 3A Fin-Nwy, 4A Kie-Mun,  
 5A Swe (S) 3A Fin-Nwy, 6A StP (S) RUSSIAN 1A Mos/NSO, 1F Nwy-Nrg,  
 2F Bal-Den.  
 ITALY: 1A Ven-Rom, 2A Bud (S) 3A Tri-Ser, 2A Tri-Ser, 1F Ion (S)  
 3F Gre, 2F Tun-Trn, 3F Gre (S) TURKISH 1A Bul.  
 RUSSIA: 1A Mos-Sev, 2A Ukr (S) 1A Mos-Sev.  
 TURKEY: 1A Bul (S) AUSTRIAN 1A Ser, 2A Rum-Ukr, 3A Sev (S)  
 2A Rum-Ukr, 1F Smy-Eas, 2F Bla (S) 3A Sev, 3F Aeg (S) AUSTRIAN  
 1F Alb-Gre.

SUPPLY CENTER CHART.....1905

AUSTRIA: Ser ~~Tri~~.....1 Remove 1  
 ENGLAND: Edi ~~Kop~~ Lpl ~~Nwy~~ ~~Pom~~ ~~Nap~~.....3 Remove 2  
 FRANCE: Bre Mar Par Por Spa ~~Bel~~ Lon.....7 Builds 1\*  
 GERMANY: Ber Kie Mun Den Hol StP Swe Nwy.....8 Builds 1  
 ITALY: ~~Nap~~ Ven Bud Vie Gre Tun Tri Rom.....7 Builds 1  
 RUSSIA: Mos War.....2 Constant  
 TURKEY: Ank Con Smy Bul ~~Pom~~ Sev.....6 Constant  
 \*France will Build 2 if they retreat otb

Joel Poinsett (1987Krb32) Fall 1905

RETREATS: Austrian 1F Alb-Tri; French 2F Trn-GoL.  
 AUSTRIA: 1A Rum-Bul/dsl(Gal,Ukr,oth), 2A Bud-Ser, 3A Ser-Alb,  
 1F Tri (S) 3A Ser-Alb.  
 ENGLAND: 1A Lon H, 1F Nwy-StP(nc), 2F Bar (S) 1F Nwy-StP(nc),  
 3F Swe-Fin.  
 FRANCE: 1A Par-Bur, 2A Bel (S) 1A Par-Bur, 3A Pic (S) 1A Par-Bur,  
 1F Eng (S) 2A Bel, 2F GoL-Pie, 3F Mar (S) 2F GoL-Pie.  
 GERMANY: 1A Hol-Bel, 2A Bur-Par/dsl(Gas,Mun,oth), 3A Ruh (S)  
 1A Hol-Bel, 4A Kie-Den, 1F Cly-Lpl, 2F Den-Nth.  
 ITALY: 2A Pie-Mar/dsl(Tyo,Ven,Tus,oth), 3A Rom-Nap, 1F Trn (S)  
 2F Tun-Ion, 2F Tun-Ion.  
 RUSSIA: 1A Lvn (S) 2F GoB-StP(sc), 2A Sev-Rum, 3A War H,  
 2F GoB-StP(sc).  
 TURKEY: 1A Alb-Ser, 2A Gre (S) 1A Alb-Ser, 3A Bul-Rum, 1F Bla (S)  
 3A Bul-Rum, 2F Aeg-Bul(sc), 3F Ion-Adr.

SUPPLY CENTER CHART.....1905

AUSTRIA: Bud Tri ~~Nap~~ Vie Ser.....4 Constant\*  
 ENGLAND: Lon ~~Nap~~ ~~Nwy~~ Swe.....3 Remove 1  
 FRANCE: Bre Mar Par Por Spa Bel.....5 Constant  
 GERMANY: Ber Kie Mun Den Hol Edi Lpl.....7 Builds 1@  
 ITALY: Nap Rom Ven Tun.....4 Constant#  
 RUSSIA: Mos Sev StP ~~Pom~~ War.....4 Constant  
 TURKEY: Ank Con Smy Bul ~~Nap~~ Gre Rum.....6 Constant  
 \*Austria will Build 1 if they retreat oth  
 @Germany will Build 2 if they retreat oth  
 #Italy will Build 1 if they retreat oth

John Bell (1987Orb32) Fall 1905

RETREATS: Russian 1A Gal-Mar.  
 AUSTRIA: 1A Ser (S) 1F Gre, 2A Vie (S) 3A Gal-Bud, 3A Gal-Bud,  
 1F Gre H.  
 ENGLAND: 1A Lon H, 1F Edi-Cly.  
 FRANCE: 1A Mar-Bur, 3A Wat-Yor, 4A Gas-Par, 1F NAO-Mid, 2F Lpl-Cly,  
 3F Eng-Pic.  
 GERMANY: 1A Hol-Bel, 2A Bel-Pic, 3A Bur-Par, 4A Kie (S) 1F Den,  
 1F Den (S) RUSSIAN 5F Nth, 2F Hel (S) 1F Den.  
 ITALY: 1A Tyo-Vie, 2A Alb-Gre, 3A Ven-Tri, 1F Adr (S) 3A Ven-Tri,  
 2F Ion (S) 2A Alb-Gre.  
 RUSSIA: 1A War-Gal, 2A Rum (S) 1A War-Gal, 1F Arm-Bla, 2F Ska-Swe,  
 3F Sev (S) 2A Rum, 4F Swe-Bat, 5F Nth (S) FRENCH 3A Gal-Lon/MSO.  
 TURKEY: 1A Bul-Rum, 2A Ank-Arm, 1F Con (S) 2F Bla, 2F Bla (S)  
 1A Bul-Rum.



SUPPLY CENTER CHART.....1905

AUSTRIA:	Bud	Gre	Ser	Vie	.....	4	Constant	
ENGLAND:	Edi	Lon	.....	.....	.....	2	Constant	
FRANCE:	Bre	Mar	Par	Por	Spa	Lpl	.....6 Constant	
GERMANY:	Ber	Kie	Mun	Den	Hol	Bel	.....6 Constant	
ITALY:	Nap	Rom	Ven	Tri	Tun	.....	5 Constant	
RUSSIA:	Mos	Sev	StP	War	Swe	Rum	Nwy	.....7 Constant
TURKEY:	Ank	Con	Smy	Bul	.....	4	Constant	

\*My, wasn't this an exciting year?!

John Spencer (1987Lrb32) Fall 1905

RETREATS: Russian 1A Mos-Lvn.

ENGLAND: 1A StP-Mos, 1F Swe (S) 2F Den, 2F Den (S) GERMAN 1F Bal, 3F Mar-Spa(sc), 4F Nth (S) 7F Eng, 5F Tri-Mid, 6F Lpl-NAO, 7F Eng (S) 5F Iri-Mid.

FRANCE: 2A Pic (S) 3A Bel, 3A Bel (S) GERMAN 1A Hol, 4A Gas-Mar, 1F Mid-Eng/dsl(Gas, Por, Wes, Naf, oth), 2F Bre (S) 1F Mid-Eng.

GERMANY: 1A Hol (S) FRENCH 3A Bel, 3A Kie-Den, 4A Ukr-War, 5A Mos (S) 4A Ukr-War, 1F Bal (S) 3A Kie-Den.

ITALY: 1A Ser (S) 3A Rum-Bul, 2A Bud-Rum, 3A Rum-Bul, 4A Tri-Vie, 1F Tun-Ion, 2F Alb-Gre, 3F Trn (S) 1F Tun-Ion, 4F Ven-Adr.

RUSSIA: 1A Lvn-Mos, 2A Gal-Mar.

TURKEY: 1A Bul (S) 2A Sev-Rum/dsl(Con, oth), 2A Sev-Rum, 3A Gre (S) 1A Bul, 1F Aeg (S) 3A Gre, 3F Eas-Ion.

SUPPLY CENTER CHART.....1905

ENGLAND:	Edi	Lon	Lpl	Hwy	StP	Swe	Den	Spa	.....	8	Constant
FRANCE:	Bre	Mar	Par	Por	Bel	.....	.....	.....	.....	5	Constant*
GERMANY:	Ber	Kie	Mun	Hol	War	Mos	.....	.....	.....	6	Builds 1
ITALY:	Nap	Rom	Ven	Tun	Tri	Bud	Vie	Ser	Bul	.....	9 Builds 1
RUSSIA:	<del>Wd</del>	Rum	.....	.....	.....	.....	.....	.....	.....	1	Remove 1
TURKEY:	Ank	Con	Smy	Gre	<del>Wd</del>	Sev	.....	.....	.....	5	Constant@

\*France will Build 1 if they retreat oth

@Turkey will Build 1 if they retreat oth

James Porter (1987Prb32) Fall 1905

RETREATS: Russian 2A Sil-Pru.

AUSTRIA: 1A Ser (S) 2A Gre-Bul, 2A Gre-Bul, 3A Rum (S) 2A Gre-Bul, 5A Vie-Gal, 6A Bud (S) 3A Rum, 2F Adr II/UNO.

ENGLAND: 1A Bre-Gas, 1F Nth (S) 3F Nrg-Hwy, 2F Mid-Por, 3F Nrg-Hwy, 4F Eng-Bel.

FRANCE: 1A Gas (S) 2F Mar-Spa(sc), 2A Bur-Par, 1F Spa(sc)-Por/AMN, 2F Mar-Spa(sc).

GERMANY: 2A Hol-Bel, 3A Mun-Sil, 4A Sil-Ber, 1F Bal (S) 2F Den-Swe, 2F Den-Swe.

ITALY: 1A Tun H, 2A Pie-Mar, 2F GoL-Spa(sc), 3F Wes (S) 2F GoL-Spa(sc).

RUSSIA: 1A Swe (S) 2F Hwy/dsl(Fin, oth), 2A Gal-Rum, 4A Pru-War, 5A Sev (S) 2A Gal-Pum, 6A Mos-Ukr, 2F Hwy (S) 1A Swe/dsl (Bar, StP[nc], Ska, oth).

TURKEY: 1A Bul-Gre, 1F Bla-Bul(ec), 2F Aeg (S) 1A Bul-Gre, 3F Ion-Nap.

SUPPLY CENTER CHART.....1905

AUSTRIA:	Bud	Vie	Tri	Gre	Ser	Rum	.....	5	Constant
ENGLAND:	Edi	Lon	Lpl	Bel	Bre	Nwy	.....	6	Builds 1
FRANCE:	Par	<del>Wd</del>	Por	Mar	.....	.....	.....	3	Constant
GERMANY:	Ber	Kie	Mun	Hol	Den	Swe	.....	6	Builds 1
ITALY:	<del>Wd</del>	Rom	Ven	Tun	Spa	.....	.....	4	Constant
RUSSIA:	Mos	StP	War	<del>Wd</del>	<del>Wd</del>	Sev	.....	4	Remove 2*
TURKEY:	Ank	Con	Smy	Bul	Nap	.....	.....	5	Builds 1

\*Russia will Remove 1 if they retreat one unit oth, they will be Constant if they retreat both units oth

William Wilkins (1987Mrb32) Fall 1905

RETREATS: French 4A Bel-Pic; Italian 1A Ser-Alb.  
 AUSTRIA: 1A Mar (S) RUSSIAN 2A StP-Mos.  
 ENGLAND: 1F Bar (S) 3F Nth-Nwy, 2F Wal-Lon, 3F Nth-Nwy/ds1 (Yor, Hel, Hrg, otb), 4F Lpl-Iri.  
 FRANCE: 1A Spa-Gas, 3A Bur (S) 2F Eng-Bel, 1A Pic (S) 2F Eng-Bel, 1F Iri (S) 3F Mid-Eng, 2F Eng-Bel, 3F Mid-Eng.  
 GERMANY: 1A Swe (S) 2F Ska-Nwy, 2A Bel-Ruh, 1A Hol (S) 2A Bel-Ruh, 4A Ber-Mun, 1F Edi (S) 3F Den-Nth, 2F Ska-Nwy, 2F Den-Nth.  
 ITALY: 1A Alb-Ser, 2A Vie (S) 4A Bud, 3A Gal-Ukr, 4A Bud (S) 1A Alb-Ser, 5A Tri (S) 1A Alb-Ser, 2F Ion-Eas, 3F Trn-Ion, 4F Apu (S) 3F Trn-Ion.  
 RUSSIA: 2A StP-Mos.  
 TURKEY: 1A Ser-Rum/ANN, 2A Rum-Ukr, 3A Sev (S) 1A Ser-Rum, 4A Con-Bul, 1F Gre H, 3F Aeg (S) 1F Gre, 4F Smy-Eas.

SUPPLY CENTER CHART.....1905

AUSTRIA:	Mar.....	1	Constant
ENGLAND:	Lon Lpl Nwy StP.....	4	Constant*
FRANCE:	Bre Mar Par Bel Spa Por.....	6	Constant
GERMANY:	Ber Kie Mun Den Hol Swe Edi.....	7	Constant
ITALY:	Nap Rom Ven Tri Ser <del>Ruh</del> Tun Vie Bud.....	9	Constant
RUSSIA:	Mos.....	1	Constant
TURKEY:	Ank Con Smy Bul Sev <del>Rum</del> Rum Gre.....	7	Builds 1

\*England will play one short if they retreat otb because they have no open Home Centers

The comments were interesting this time. Some examples are: "The Russian is a real pain-in-the-ass!", "You mean there is someone doing worse than me? God help the poor wretch!", "Moves from the 7th Place Loser Power", "So much for the Great Austro-Hungarian Empire.", "I can't believe I lasted this long!", "This game is fun!", and many others. The competition and interest among the players seems to be building as the games progress, even among those not doing very well.

WARSHIPS 7x7 GUNBOAT DIP  
 GM: ANTHONY BROOKS, 4 ESUARK CIR, EDGEWATER MD. 21037 301 266-0835

USS WILLARD KEITH SPR 1902  
 AUS 1a bud-ser, 2a vie-bud, 1f gre-ion/DLS(alb,otb)  
 ENG 1a nwy S f ska-swe, 1f nwg-bar, 2f ska-swe, 3f lon-eng  
 FRA 1a par-bur, 2a spa-por, 3a mar S a par-bur, 1f pic-bel.  
 GER 1a den H (conflicting orders), 2a mun-bur, 3a kie-ruh, 4a ber-kie, 1f hol-bel.  
 ITA 1a tyo S a ven-tri, 2a tri-ser, 3a ven-tri, 1f tun-ion, 2f nap S f tun-ion.  
 RUS 1a sev S f rum, 2a war-lyn, 3a mos-stp, 1f swe S GER a den/DLS (bal,fin,otb)  
 2f rum S a sev, 3f stp(sc)-gob  
 TUR 1a bul-gre, 2a arm-smy, 3a con-bul, 1f aeg S a bul-gre

USS IOWA SPR 1902

AUS A TRI"VIE, A RUM\*SER, A BUD\*VIE, F ALB\*GRE  
 ENG A NWY#SWE, F NWG#BAR, F NTH#SKA, F EDI#NTH  
 FRA A BUR S ENG F NTH\*BEL\*% A MAR S A BUR, A PAR\* PIC, F POR\* SPA(SC).  
 GER A HOL S A RUH\*BEL, A RUM\*BEL, A MUN\*BUR, F DEN\*SWE, F KIE\*BAL.  
 ITA A PIE S A VEN, A VEN S A PIE, F TUN S F NAP\* ION, F NAP\*ION.  
 RUS A FIN S F GOB\*SWE, A GUL\*UKR, F GOB\*SWE.  
 TUR A BUL\*GRE, A SEV\*RUM, ASMY\*CON, FCON\*AEG, FANK\*BLA.

USS ENTERPRISE SPR 02

AUS A GBL\*VIE, A BUD\*SER, F TRI\*ALB.  
ENG A NWY\*FIN, A EDI\*NWY, F NRG S A EDI\*NWY, F NTH C A EDI\*NWY.  
FRA A MUN S A MAR\*BUR, A POR\*SPA, A PAR\*PIC, A MAR\*BUR, F SPA(SC)\*MID, FBRE\*ENG  
GER A KIE\*DEN, A BEL\*HOL, F HOL\*KIE, F BER\*BAL.  
ITA A TYO\*MUN, A VEN\*PIE, F TUN\*ION, F NAP\*TRN.  
RUS A SEV S F RUM, A MOS\*UKR, A STP\*NWY, A MOS\*UKR, F SWE S GER A KIE\*DEN, F RUM H.  
TUR A GRE\*ALB, A CON\*BUL, A ANK\*CON, F BUL(SC)\*GRE, F SMY\*AEG.

USS KIDD SPR 02

AUS A VIE\*GAL, A SER\*BUL, A TRI\*TYO, A BUD S A VIE\*GAL, F GRE\*AEG.  
ENG A NWY H, F NRG\*NTH, F NTH\*ENG, F LPL\*IRI.  
FRA A SPA\*MAR, A POR\*SPA, F IRI S F BRE\*ENG, F BRE\*ENG, F MAR\*GOL.  
GER A HOL S A RUM\*BEL, A RUM\*BEL, MUN H, F DEN S F KIE\*BAL, F KIE\*BAL.  
ITA A PIE\*VEN, A APU\*VEN, F TUN S F NAP\*ION, F NAP\*ION.  
RUS A UKR S F SEV, A GAL S F RUM/DLS (war,sil,boh,otb), F GOB\*BAL,  
F RUM S AUS A SER\*BUL, F SEV S F RUM.  
TUR A BUL\*RUM/DLS (gre,otb), a arm-sev, F BLA S A ARM\*SEV, F CON S F BLA.

BISMARCK SPR 02

AUS A VIE S A SER\*TRI, A SER\*TRI, A BUD S A SER\*TRI, F GRE\*ALB,  
ENG A NWY H, F NRG S A NWY, F NTH S F LON\*ENG, F LON\*ENG.  
FRA A PIE S A MAR\*BUR, A SPA\*GAS, A MAR\*BUR, F POR\*MID, F BRE\*ENG.  
GER A KIE HOL, A BEL (S) IMP, A MUN\*KIE, F HOL\*SKA, F BER\*BAL.  
ITA A TRI S A TUN\*ALB/DSL (tyo,otb), A TRI\*ALB, A ROM\*VEN, F ION C A TRI\*ALB,  
F VEN\*ADR  
RUS A UKR S A WAR\*GAL, A WAR\*GAL, A STP\*FIN, F SWE\*FIN, F RUM\*BLA,  
F SEV S F RUM\*BLA.  
TUR A BUL S F BLA\*RUM, A SMY\*ARM, F BLA\*RUM/DLS (ank,otb), F CON\*BLA.

PRINCE OF WALES SPR 02

AUS A VIE S BUD\*TRI, A SER\*BUL, A BUD\*TRI, F GRE S A SER\*BUL, F TRI\*ADR.  
ENG A NWY\*FIN, F BAR S F NTH\*NWY, F NTH\*NWY, F LON\*NTH.  
FRA A BEL\*BUR, A SPA\*POR, A MAR\*BUR, FPIC\*ENG, F BRE\*MID.  
GER A HOL\*RUH, A MUN\*RUH, A KIE\*DEN, A BER\*PRU, F DEN\*SWE.  
ITA A TUS\*VEN, A TYO S A TUS\*VEN, F TUN\*ION, F VEN\*ADR.  
RUS A UKR\*SEV, A RUM\*SEV, A MOS S F GOB\*STP(SC), F GOB\*STP(SC), F SER H  
F ANK\*BLA/NSD.  
TUR A BUL\*RUM/DSL(con,otb), A ARM\*SEV, F ANK\*BLA, F SMY\*AEG.

YAMATO SPR 02

AUS A TRI\*SER, A SER\*BUL, A VIE\*GAL, A BUD S A VIE\*GAL, F GRE S A SER\*BUL.  
ENG A NWY S F BAR\*STP(NC)/DSL(fin,otb), f BAR\*STP(NC), F NTH\*SKA, FLON\*ENG.  
FRA A PIC\*BUR, A MUN\*TYO, F POR\*SPA(SC), F BRE\*MID.  
GER A DEN H, A BEL\*RUH, A KIE S A BER\*MUN, A BER\*MUN, F HOL\*BEL.  
ITA A MAR\*SPA, A VEN\*PIE, A ROM\*VEN, F TUN S F NAP\*ION, F NAP\*ION  
RUS A UKR\*MOS, A GAL\*UKR, A SYP\*NWY, F SWE S A STP\*NWY, F SEV H/ANN.  
TUR A RUM\*SEV, A BUL\*RUM, A ANK\*ARM, F BLA S A RUM\*SEV, F SMY\*AEG.

RETREATS AND FALL, 1902 ORDERS ARE DUE ON July 1. TEN DAYS BEFORE  
THE TAG REGULAR DEADLINE. GOOD LUCK, TONY BROOKS.

## ZINE REVIEWS

Because of several requests that I restart my reviews of the zines that I receive, I have reviewed most of them here. What follows are my own personal opinions. Please understand that they are my opinion, and that your tastes may differ from mine. I have tried to be descriptive enough so that you will know what each zine has, aside from my preferences.

Each listing begins with the name of the zine, followed by the frequency, last issue received, cost, and contents. The contents are listed in code: A-articles, B-publisher ramblings, D-Diplomacy, L-Letter column, N-news, O-game openings, R-rating systems, V-variants.

**ALPHA & OMEGA** bi-annual, #15, ?,variant game listings  
Fred Hyatt, 60 Grandview Place, Montclair, NJ 07043-2422

Fred is the Miller Number Custodian, and this is his zine for listing the variant game starts and endings that he assigns Miller Numbers for.

**BUSHWACKER** monthly, #197, \$8.00/12 issues,BNV  
Fred Davis, 3210-K Wheaton Way, Ellicott City, MD 21043-4248

BUSH is devoted to variants. It has never run a game of Diplomacy. Aside from the games, most of it is filled with ramblings from Fred about the space program, Mensa (of which he is a member), and whatever else peaks his interest that month. The major flaw is that maps are not included for the games, something that I feel is a must for variants. I recommend BUSH, especially if you enjoy variants.

**CAROLINA COMMAND & COMMENTARY** monthly, #7, \$0.50/issue,ADOR  
David Hood, 604 Tinkerbell Road, Chapel Hill, NC 27514-2506

CCC is run by the North Carolina ftf Diplomacy group. The first several issues were very hard to read because they were done on a dot matrix printer, but the last issue was printed on a laser printer, dramatically increasing the look. This zine is probably the closest to what I would like TAG to be. It has a running column on their groups rating system, plus several Dip games. The first variant, SkinnyDip is now being offered. If the amount and quality of the articles that appeared in #& continues, this would be worth getting. The major problem is that while the CCC does contain maps, they are sloppily done and hard to read.

**DIPLOMACY WORLD** quarterly, #50, \$15.00/4 issues, ABDNRV  
Larry Perry, P.O. Box 8416, San Diego, CA 92102

DW is touted by many to be the Flagship Publication for Diplomacy. As such, it is one of the best zines that I receive for articles about Diplomacy. Many of the hobbies finest writers and players regularly contribute. If you truly enjoy playing the game, this zine should be high on your list of publications that you receive. Not only does it have excellent S&T articles, there are ratings systems, round table discussions, a variant published each issue, plus much more. Get it!

**THE DRAGONS LAIR** quarterly, #11, \$0.75/issue,R  
Steve Wilcox, 5300 West Gulf Bank #103, Houston, TX 77088  
Hugh Christie, 43 East Houston Avenue, Montgomery, PA 17752-1104

TDL is a ranking of the top players in Diplomacy. It has three types of ratings: starting players, standby players, and both combined. This is were I get the information listing the best players in TAG. A list of players that have never been dropped from a game, or have one or fewer resignations is also

included. This is fun to look at, but only if you are into ratings and/or statistics because it is just a listing of numbers. As such, it meets its purpose. It is rather late, but I talked to Steve last night and it will be back on schedule. It will also include my Gunboat Diplomacy ratings list starting with this next issue.

**EVERYTHING** quarterly, #75, Diplomacy game listings  
Steve Heinowski, 51500 Portman Road, Amherst, OH 44001  
Melinda Holley, P.O. Box 2793, Huntington, WV 25727

Steve is the Boardman Number Custodian and this is his zine in which he lists the BNs that he has assigned for new Dip games. It lists the Zine, GII, and players for each game. The final results for all completed games are also included. Melinda is the publisher.

**EXCITEMENT CITY UNLIMITED** monthly, #8, \$0.75/issue, ABDLNOV  
Simon Billenness, 630 Victory Blvd., Apt. 6F,  
Staten Island, NY 10301

ECU is mainly a chatty zine. Simon especially likes to discuss politics, though it is from a British standpoint. Many people like this zine, but personally I don't. This is the only zine I get in which less than half of it is devoted to gaming. Here, the games appear to be a sideline rather than the main focus, being there so that it can be called a diplomacy zine.

**THE HOME OFFICE** monthly, #21, \$9.00/12 issues, ADOV  
Fred Hyatt, 60 Grandview Place, Montclair, NJ 07043-2422

THO is a gaming zine. It runs many games, including several variants. The most widely played is Colonia VI, which Fred designed. It follows a warehouse format, listing the game basics with little or no comment. There are no maps printed, but the variants played are very common and most people could follow the games without one. There is usually one or two short biographies of people with historical significance, but not much else. It is very reliable, which is why I like it, and no game fees are required.

**HOUSE OF LORDS** variable, #15, \$1.00/issue, L  
Julie Martin, 17601 Lisa Drive, Rockville, MD 20855

HOL is designed to allow GII's and publishers a place to discuss some of the problems, solutions, and methods that they use in putting out a diplomacy zine. This would be a good place to get some information if you are thinking about starting your own zine. Otherwise, you probably would not enjoy it. As with anything the Martins do, the layout is marvelous. The editing is usually very good, but occasionally some of the feuding that is so prevalent in the hobby breaks through. Still, it is highly recommended for publishers and GII's, present and future.

**KAISSA** variable, #163, \$14.00/12 issues, ABRV  
Elmer Hinton, 20 Almont Street, Nashua, NH 03060

Don't let the listing of contents fool you. I based that on what K used to be. Late last year, K disappeared. I went several months without a copy. There was no response to my inquiries, so I cancelled our trade. Earlier this year, Elmer asked to resume the trade. I am not sure what was going on, but it seems as if he took several months off. There is now some argument about his games as some people are trying to take them from him. Most of the players are remaining with Elmer as GII. The issues I have seen recently are just game reports. His maps, while the most elaborate in the hobby, are a bit too cluttered for easy reading. Whether he will have articles,

etc., in future issues as he has promised, I don't know. It is a bit expensive to play here, but it was very reliable in the past. I would wait and see before starting a new game now.

**KNOWN GAME OPENINGS** monthly, (?)many, SASE,BHO  
Robert Sacks, 4861 Broadway 5-V, New York, NY 10034-3102

KGO, as the title states, is a listing of the known game openings. Not only are Diplomacy games listed, but also variants, Civilization, Pax Britannica, and many more. Probably the best and most comprehensive listing of game offerings available.

**THE LAST RESORT** monthly, #3, \$4.00/10 issues, DO  
Charles Fargo, 76 Traveler Lane, Marshfield, MA 02050

Normally, I will not play in or recommend a zine until its issue number has reached double digits. However, Charles has experienced folds as a player. He understands how disruptive they are to play, and promises to finish any game he starts. For these reasons, I recommend this zine for play. It is basically a warehouse zine at the moment, and I don't know if it will ever go beyond that, but it should be a good place to play. The printing is acceptable. I don't know if he will be including maps as the first game has not started yet.

**LORD OF HOSTS** bi-annually, Vol.2,#3, cost,variant game listings  
Julie Martin, 17601 Lisa Drive, Rockville, MD 20855

Julie is a competing Miller Number Custodian, and this is her zine for listing the variant game starts and endings that she assigns Miller Numbers for.

**POLITESSE** monthly, #56, \$0.30/issue,AN  
Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910-3555  
Dick Martin, 17601 Lisa Drive, Rockville, MD 20855

POLI just underwent a reorganization. It was one of the top diplomacy magazines in North America, publishing excellent articles on Civilization, railroad games, and Diplomacy. The past few editors took it from a local ftf zine, to one with more appeal. It is now going back to a local publication and will lose most of its appeal for people outside of the Washington-Baltimore area. It will mainly list gaming gatherings and reports on them in the future. For a sub, contact Ken. To submit articles, write to Dick.

**REBEL** monthly, #38, \$0.50/issue,GOV  
Melinda Holley, P.O. Box 2793, Huntington, WV 25727

If you want to play lots of Diplomacy, try REBEL. There are pages and pages of games. The only variants are Gunboat Diplomacy. Maps are provided but they are not located with the game, they are very small, and are difficult to read. It is readable, which is surprising since this is done on a dot matrix printer. It is regular, and well Gfled. An excellent subzine, HIGH INERTIA is usually included. This is mainly a discussion on different topics. Topics are limited, but very interesting.

**THE SCRIBBLERIST** 5 weeks, #1, \$4.50/10 issues, BDLHO  
Mark Lilleleht, P.O. Box 3166, Charlottesville, VA 22903-0166

Despite the fact that Mark is a student at the university of Virginia (otherwise known as Tommy J.'s University), I am sure that he will do a fine job. There is not much to judge from a first issue, but it appears that there will be a lot of publisher ramblings, with an attempt to get a letter column started. I

think that Diplomacy will be the main game, but a few strange games may be offered. There is also the possibility that he will offer United Soccer, something I have never seen but have heard is fun.

**SYLVANIA** variable, #8, ?, Civilization  
Elmer Hinton, 20 Almont Street, Mashua, MN 03060

This is the way I would like to run Civilization. There is a beautiful map which the players are allowed to name as they capture new territory. I agree with all of the rules that Elmer uses, my only concern is how he is handling trades. His method will probably work, it is just different from mine. It would be worth getting a couple of issue just to see how it could be done.

**TRAX** 2 weeks, #6?, 40 ,Empire Builder  
Bruce Linsey, 73 Ashuelot Street, Apt. #3, Dalton, MA 01226-1403  
TRAX runs Empire Builder by Mayfair Games, a railroad game in which you build track and transport goods around North America for profit. This is a simple, fun, and easy game to play. This is perfect if you like spending 10 minutes every other week doing a turn. There is only one game and Bruce has stopped taking standby players. He is also not taking any more subscribers as the game will end probably within the next 10-12 turns, after which TRAX will fold. This game is within my Top Five Favorites.

**TRUST ME, I PLAY DIPLOMACY** monthly, #0, cost, DV  
Hugh Christie, 43 East Houston Avenue, Montgomery, PA 11752  
This zine has not appeared yet, but it has been announced as the home of all games which were previously in OVER THERE and LIFE GOES ON which have both folded due to hobby pressures. TMIPD was to be run on a barebones warehouse format, but things look bad already as the first issue, which was scheduled for April 22, has not arrived as of June 6. No openings in the near future. Don't bother trying to sign up.

**THE YORKSHIRE GALLANT** monthly, #26, \$6.00/8 issues,ADLOY  
Mark Nelson, 11 Lancaster Grove; Kirkstall, Leeds; WEST RIDING, LS5 3DY; UNITED KINGDOM

While I have seen only half a dozen issues, I like this zine. It has several articles about Diplomacy each issue, carries several games including variants, and occasionally prints new variants. It has some maps, but their quality is just passible. The copy production is poor, but readable. While it definitely is not a work of art, this zine has just about everything you could want in a diplomacy publication. It may not be well edited, but the material is there. If you are interested in subbing, ask and I will tell you how.

**THE ZINE DIRECTORY** bi-annual, ?, ?, directory  
Bruce Geryk, 5528 S Everett #3D, Chicago, IL 60637

This is a piece of trash. Don't even waste a stamp on it. Bruce Geryk, an individual out to do as much harm to the pbm hobby as he can, has taken over the publishing of TZD. If he can't find anything bad to say about the publisher, usually something personal, he makes it up. The worst thing about this is that many novices get this. What a way to be introduced to pbm Diplomacy!

**THE ZINE REGISTER** quarterly, #11, \$0.75/issue,directory  
Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910-3555  
TZR is a listing of all the diplomacy zines in North America. Each listing also includes a short writeup (much like these) about the zine, written by either the editor or Ken. Most of the hobby services are included, along with listings of several foreign zines.

Fall 2106

USA INVADED WHILE SOUTH AMERICAN FORCES GET NUKED

RETREATS: Russian 1A BAG-TEH; South African 1A kur-tur; USA 3P MEX-CHI.

AUSTRALIA (Rick Dorsey, 10504 Nickelby Way, Damascus, MD 20872)  
 1A SHA-sin, 2A JAP-PEK, 1F yel (C) 2A JAP-PEK, 2F nep-ALA, 3F IND H,  
 4F CAN (S) 6F chs-SHA, 5F mwp-mep, 6F chs-SHA, 7F HEX(wc)-LOS, 1P phi (S)  
 2A JAP-PEK, 2P IND (S) 2A JAP-PEK, 3P BOR-SHA, 1H ade loses the debate,  
 2H ade-mat. Receives \$1 from Brazil.

BRAZIL (Dave Bongard, 7912 Towerbell Court, Annandale, VA 22003)  
 Transfers \$1 to Australia. 5F arg-COL.

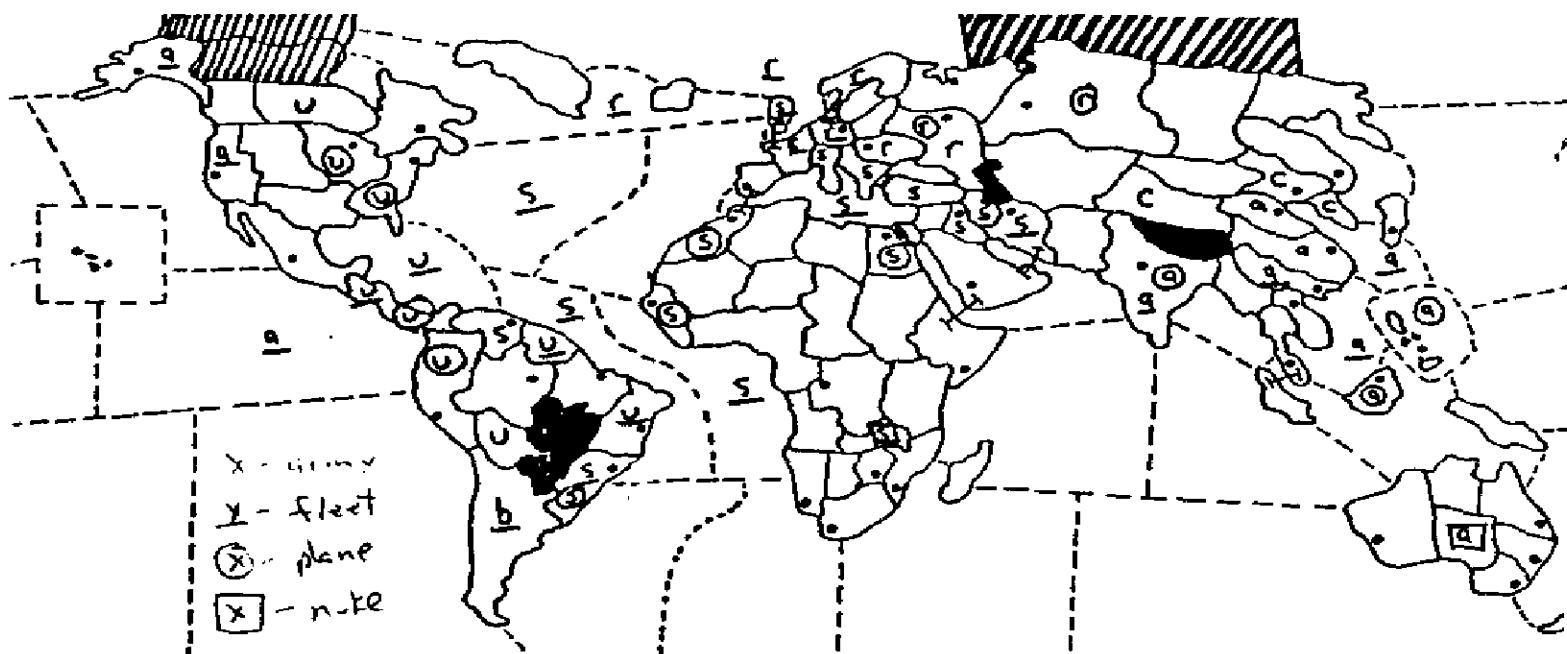
CHINA (John Crosby, 9031 Cardiff Road, Richmond, VA 23235)  
 1A sin-CAN/imp, 3A kor H, 5A MAN (S) 6A PEK, 6A PEK (S) 1A sin-CAN/dsl  
 (mon,otb).

RUSSIA (Neil Goltz, 2618 West 40th Street, Minneapolis, MN 55410)  
 1A TEH-BAG/dsl(kaz,pak,otb), 3A MOS-HUN, 5A kur-MOS, 1F nwg (S)  
 4F Tab-ENG, 3F GER (S) 1F nwg, 4F lab-ENG, 5F sca (S) 3F GER, 1P OMS (S)  
 3A MOS-HUN, 2P MOS (S) 3F GER.

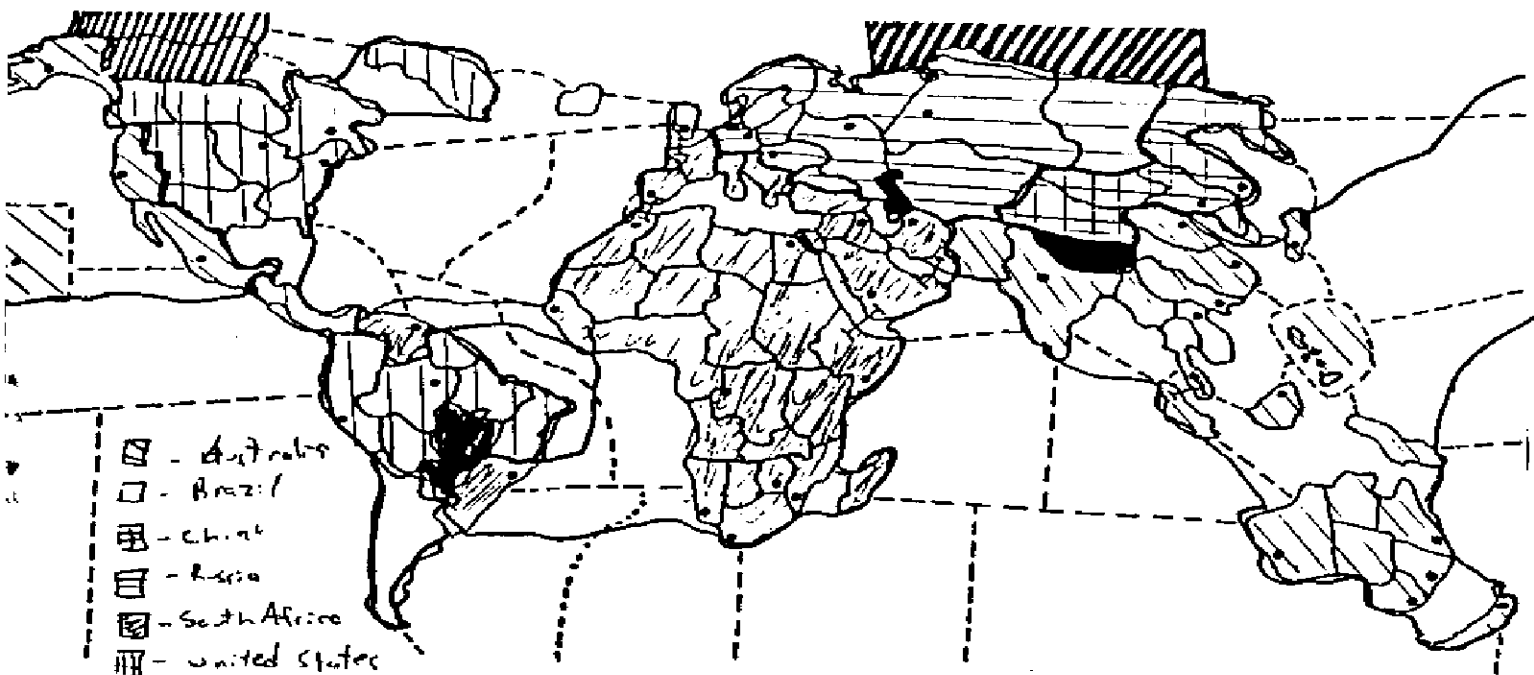
SOUTH AFRICA (David Hood, 604 Tinkerbell Lane, Chapel Hill, NC 27514)  
 1A tur-kur, 2A ita (S) 3F fra(nc)-GER, 3A BAG (S) 1A tur-kur, 4A syr-tur,  
 5A bal-HUN, 6A ang-VEN, 1F SAU-TEH, 2F med-bla/imp, 3F fra(nc)-GER,  
 4F RIO (S) 5F mwa, 5F mwa (C) 6A ang-VEN, 6F nea-nwa, 7F ENG H, 8F mea  
 (C) 6A ang-VEN, 1P EGY (S) 1F SAU-TEH, 2P SEN (S) 5F mwa, 3P HOR (S) 7F  
 ENG, 4P RIO (S) 4F RIO, 1H zam H.

UNITED STATES (Jay Ouzts, Box 2722, DSU, Cleveland, MS 38733)  
 1A mat nuked, 2A bol-COL, 3A QUE-sas, 1F BEL-gui, 2F SAL-RIO, 3F COL-cen,  
 4F nwa-car, 1P cen (S) 4F nwa-car, 2P mat nuked, 3P CHI (S) 4F nwa-car,  
 4P NEW (S) 3F COL-cen, 5P COL (S) 3F COL-cen.

DIP: The Winter 1906 moves are due with the next issue. The due date is listed on page 2 of this issue. Thank you to Eric Lanier for sending in standby moves for Brazil. I would also like to thank Jay for sending in his plane's retreat so quickly. Brazil was eliminated this turn.







SUPPLY CENTER CHART.....2106

AUS:	BRI	MEL	PER	SYD	BOR	NEZ	IND	MAL	SHA	VIE..	1+48+8=57
	ALA	LOS	MEX	CAH	JAP	PEK..					48
	ade	dar	sum	pak	neg	bur	haw	phi..			8
											20 Build Points*
BRA:	<del>AXA</del>										0
	arg	<del>BOJ</del>									1
											Player is out.
CHI:	MAN	PEK	JAP	VLA	<del>YAN</del>						6
	kor	mon	kam	sin..							4
											4+6+4=14
											Constant@
RUS:	ARK	HUN	MOS	OMS	GER	<del>YEM</del>	<del>YAS</del>				15
	kaz	pol	sib	<del>TYT</del>	<del>YAT</del>	sca..					4
											0+15+4=19
											Remove 8 points%
SAF:	CAP	MOZ	NAM	RHO	SEN	SOM	ZAI	EGY	SAU	MOR...	2+48+17=67
	IBE	ENG	RIO	BAG	TEH	VEN..					48
	bot	mad	zam	ken	sud	ivo	mau	cha	nig	alg....	
	lib	syx	kur	ita	tur	fra	bal..				17
											12 Build Points
USA:	AXA	CHI	NEW	<del>KOB</del>	<del>MEK</del>	QUE	COL	<del>YEM</del>	BEL	AMA..	
	SAL										21
	dal	neb	alb	sas	cen	gre	gui	(mat)	bol..		8
											2+21+8=31
											1 Build Point
NEUTRAL:	<del>AKG</del>	ice									1

\*AUSTRALIA's Build Points would be 19 if RUSSIA retreat to pak.  
 @CHINA would have 3 Build Points if they retreat otb.  
 %RUSSIA will remove 7 Build Points if they retreat to pak.

PRESS

Brazil-World: "Banzai!" Least anyone think this is too cross-cultural for Dip variants, Brazil DOES contain a large population of Japanese immigrants. Besides, if ya gotta go, at least do it in style.

Spring 1901

AUSTRIA (Jim Diehl, 10530 West Riverview Drive, Eden Prairie, MN 55344)  
 1A Hungary-Greece, 2A Vienna-Croatia.  
 ENGLAND (Ken Gestiehr, P.O. Box 302, El Cajon, CA 92022)  
 1F London-English Seas, 2F Scotland-North Sea.  
 FRANCE (Jeff Suchard, 2943 B North Bristol, Santa Ana, CA 92706)  
 1A Paris-Low Countries, 1F Rhone-Western Mediterranean.  
 GERMANY (Jon Fleischman, 3318 S. Bently Ave., Los Angeles, CA 90034)  
 NMR; 1A Berlin H, 1F Hanover H.  
 ITALY (Jay Duzts, Box 2722, OSU, Cleveland, MS 38733)  
 1A Venetia-Piedmont, 1F Apulia-Central Med.  
 RUSSIA (Neill Goltz, 2618 West 40th Street, Minneapolis, MN 55410)  
 1A Don-Rumania, 1F St.Petersburg-Baltic Sea.  
 TURKEY (Jeff Hoffman, 3 Canoe Brook Drive, Princeton Junction, NJ 08550)  
 1A Anatolia-Armenia, 1F Constantinople-Bulgaria.

DIP: Moves are due by the date listed on Page 2 of this issue. See the note below in the press.

## PRESS

ROME: The Italian Parliament unanimously approved the nomination of Haitian-born Witch Doctor Alibbi Zoom-Boombibbi to the position of Secretary of War. When questioned by reporters as he emerged from the Chambers, Secretary Zoom-Boombibbi had only this to say: "Oom shu tak! Ik nok verin bulu!" (Translation: I'd have placed a curse on them had I not been confirmed! They made the right decision.)

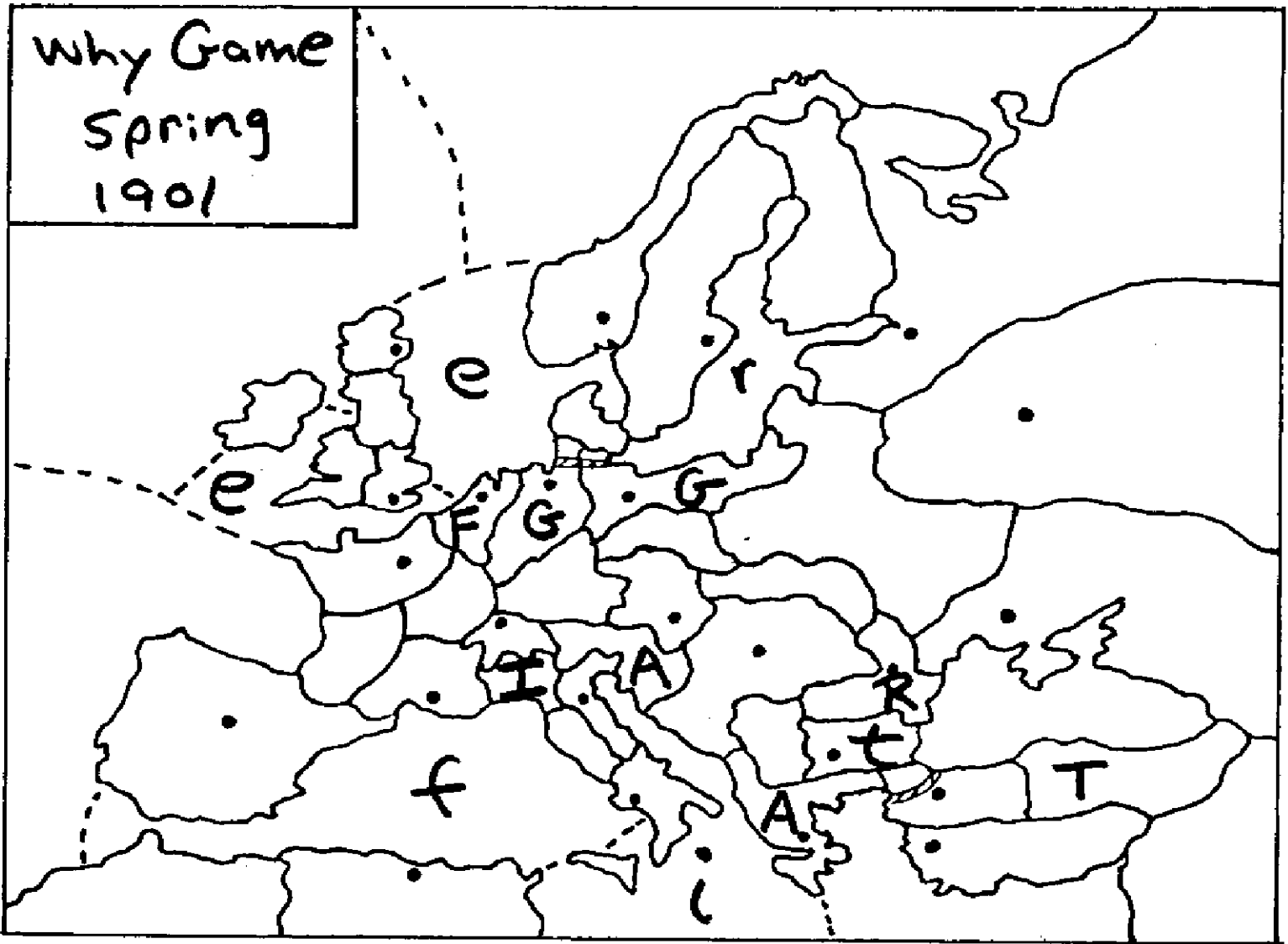
ENG-GM: Can't we change the northern provence name from Scotland to Scapa Flow??

GM-ALL PLAYERS: I see nothing wrong with this since it is a variant. Vote on it with your next request. Only a majority will suffice for the name change to pass.

## RULES:

1. The seven standard powers are in play, but each begins with only two units. Russia has three Home Centers, but begins with two units. The Moscow SC does not become operative until Winter 1902. At that point, Russia may build an A Mos, or if Moscow has been captured by another power, its owner may start counting the province as a SC.
2. There are 24 Supply Centers (15 Home and 9 Neutral). A player wins when they control 13. There are 41 land provinces and 10 sea space, compared to Diplomacy's 56 and 19. Note that Switzerland is passable and a neutral supply center.
3. Fleets may move between Hanover and Berlin using the Kiel Canal. However, fleets cannot move directly between Hanover and Baltic Sea. Armies or fleets can move directly between Berlin and Denmark. Constantinople and Denmark act for movement purposes as they do in standard Diplomacy.

# Why Game Spring 1901



### SKINNY DIP II

©1985, Lewis E. Pulsipher

24 Supply Centers  
Victory Criterion = 13 units

○ = None Supply Center  
● = Neutral Supply Center

Map redrawn by Fred Davis

Russia begins with 3 Centers but 2 units

Spring 1905  
 FRENCH HELP AUSTRIANS INTO VENICE

AUSTRIA (David Hood, 604 Tinkerbell Road, Chapel Hill, NC 27514)  
 1A Gre H, 2A Alb-Tri, 3A Tri-Ven, 4A Vie-Tyo, 5A Ser (S) 1A Gre.

FRANCE (Gary Behnen, 13101 S. Trenton, Olathe, Kansas 66062)  
 1A Bur (S) 2A Hol-Bel, 2A Hol-Bel, 3A Lpl-Cly, 4A Pie (S) AUSTRIAN  
 3A Tri-Ven, 5A Par (S) 1A Bur, 1F NAO-Nrg, 2F Lon-Nth, 3F Edi (S)  
 1F NAO-Nrg, 4F Eng (S) 2F Lon-Nth, 5F Mar-GoL.

GERMANY (Bob Addison, 1602 Carey Lane #237, Silver Spring, MD 20910)  
 1A Ruh-Kie, 2A Mun-Kie, 1F Hel (S) 3F Nth-Hol, 2F Den (S) RUSSIAN  
3F Hwy-Nth/NSO, 3F Nth-Hol.

ITALY (Chris Kremer, 1412 Poinsett Drive, Chapel Hill, NC 27514)  
 1A Ven (S) 2A Tyo-Tri/dsl(Tus,Rom,Apv,otb), 2A Tyo-Tri, 1F Aeg-Gre,  
 2F Ion (S) 1F Aeg-Gre.

RUSSIA (John Crosby, 9031 Cardiff Road, Richmond, VA 23235)  
 1A Fin H, 2A Bul (S) 6A Sev-Rum, 3A Smy H, 4A War-Gal, 5A Mos-Ukr,  
 6A Sev-Rum, 1F Con (S) 2A Bul, 2F Nrg-Edi/dsl(Bar,otb), 3F Hwy-Ska,  
 4F StP(nc)-Nwy.

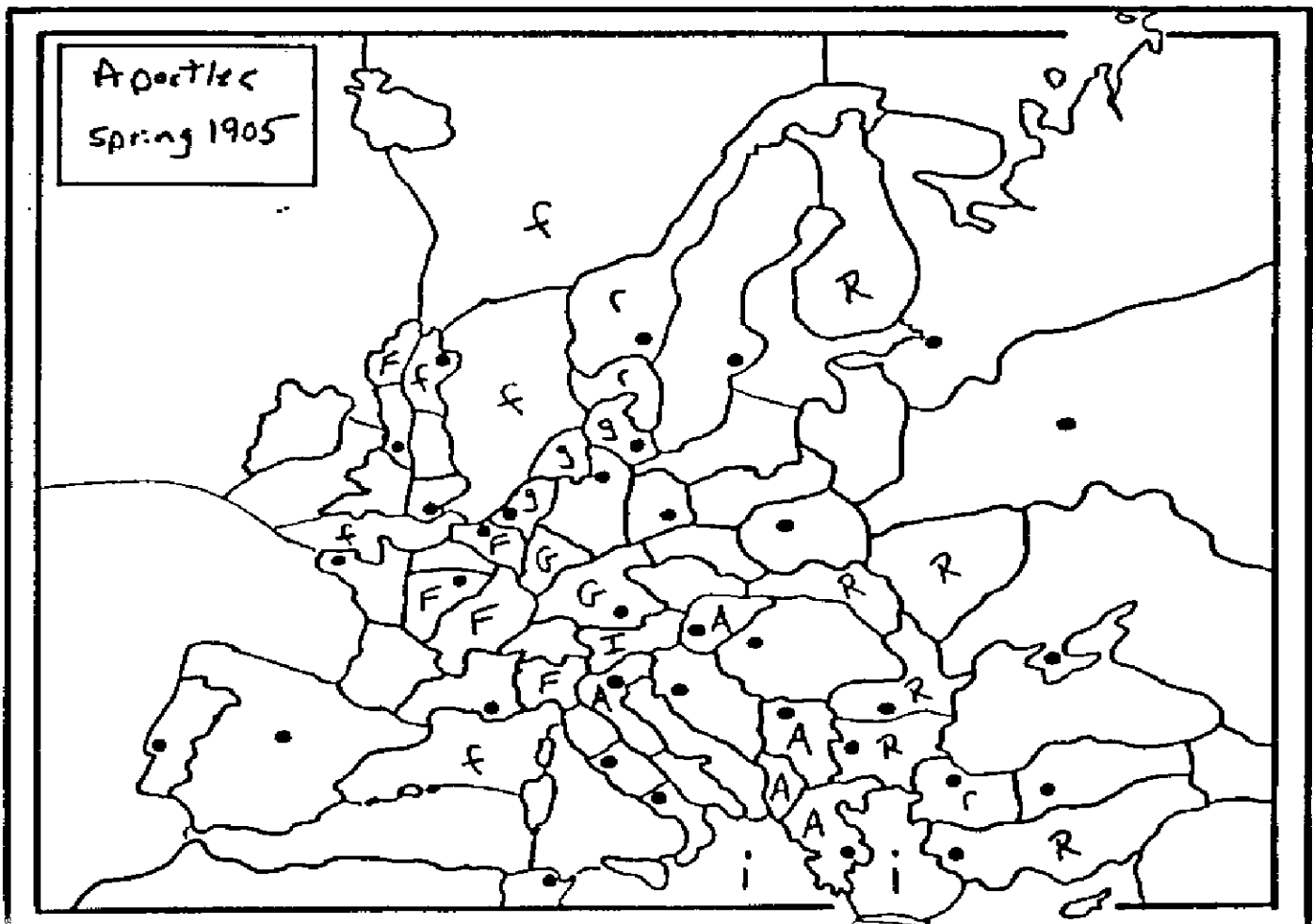
DIP: The Fall 1905 moves are due by the deadline on page 2.

PRESS

Paris-Berlin: Will Berlin be #18 for Russia?

Paris-Rome: Since the lines are down, I'm sending an envoy to Rome.

Paris-Vienna: We've sent you a little help. I'm sorry I don't have more to offer.



Spring 1903  
**ITALIANS DECIMATED; ENGLISH RECLAIM CHANNEL**

AUSTRIA(JC): Constant. 1A Vie-Bud, 2A Tra (S) RUSSIAN 1A Sev-Rum, 1F Gre-Aeg.

BALKANS(?): Constant. 1A Bud-Gal, 2A Ser-Bud.

ENGLAND(CM): Builds 4F Lpl. 1A Lon H, 1F Swe H, 2F Nth-Eng, 3F NAO-Mid, 4F Lpl-Iri.

FRANCE(?): Builds 2A Mar. 1A Bur-Mun, 2A Mar-Swi, 1F Eng-Iri/dsl (Pic,Bre,Wal,otb), 2F Rom-Map.

GERMANY(?): Builds 3A Ber, 4A Kie. Plays one short. 1A Mun-Bur, 2A Swi (S) 1A Mun-Bur, 3A Ber-Kie, 4A Kie-Ruh, 1F Bel (S) ENGLISH 2F Nth-Eng, 2F Den-Nth.

ITALY(NG): No open Home Centers. Plays one short. 1A Tri (S) BALKANS 1A Bud-Vie/NSO, 1F Ilap H/dsl(Sic,otb).

RUSSIA(?): Constant. 1A Sev-Rum, 2A Ukr (S) 1A Sev-Rum, 3A Hos-StP.

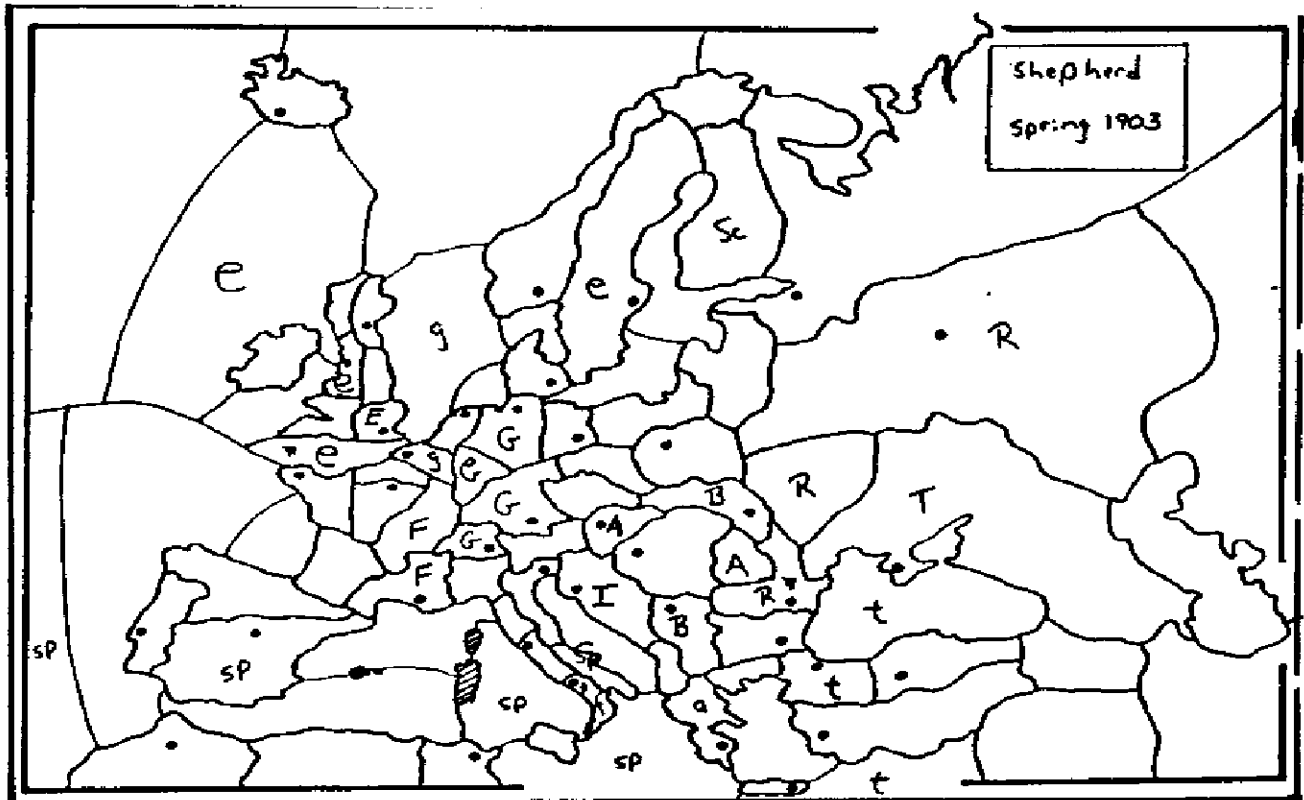
SCANDINAVIA(JD): Removes 2F StP(nc). 1A Fin-StP.

SPAIN(BM): Builds 3F Mad, 4F Mor. 1A Ven-Apu, 1F Ion (S) FRENCH 2F Rom-Map, 2F Wled-Trn, 3F Mad-Mid, 4F Mor-HAtl.

TURKEY(?): Builds 2F Con, 3F Smy. 1A Rum-Ukr/dsl(Bul,otb), 2A Arm-Sev, 1F Bla (S) 2A Arm-Sev, 2F Con-Aeg, 3F Smy-Eas.

- John Crosby (9031 Cardiff Road, Richmond, VA 23235)
- Jim Diehl (10530 W. Riverview Drive, Eden Prairie, MN 55344)
- Neill Goltz (2618 West 40th Street, Minneapolis, MN 55410)
- Chris Mattern (Route 3, Box 280, Warrenton, VA 22186)
- Bill Nulff (1618 Cody Drive, Silver Spring, MD 20902)

DIP: The Fall 1903 moves are due by the date listed on page 2. The map last turn listed the Spanish 1F as being in Trn instead of Ion. The printed moves were correct.



## BABYLON POUNCED ON DURING PERIOD OF STAGNATION

ASSYRIA (Mark Frueh, 4320 Wallace Ave., St. Louis, MO 63116)

Collects 16 tokens taxation (has 17).

Expansion gives: 7t @ L9; 6t @ L6; 5t @ L2, L4; 4t @ L1;  
2t @ K3, L7. (31)

Ships: Remove ships @ E3, L2, L8. Build ship @ L7. (Use 2 tokens from treasury.)

Movement: 2t L7-M3, 2t K3-K4, 2t L4-M1, 2t L6-L8, 2t L9-L8,  
2t L1-L2. Holding: 3t L4, 2t L1, 5t L2, 4t L6, 5t L9.

BABYLON (Don Swartz, P.O. Box #4751, Louisville, KY 40204)

No Moves Received.

Collects 18 tokens taxation. (has 18).

Expansion gives: No expansion. ( 2)

Ships: Remove ships @ G8, G8, H9, P4.

Movement: Holding: 4t G3, 4t G4, 4t J3, 3t G8, 2t H5, 2t J1, 2t J4,  
2t K4, 2t H9, 1t H3, 1t H6, 1t H9, 1t J5, 1t J7, 1t J8, 1t P4.

CRETE (Dave Bongard, 7912 Towerbell Court, Annandale, VA 22003)

Collects 14 tokens taxation (has 14).

Expansion gives: 4t @ M4, H9, H2, N9, P9; 2t @ M6, M7, M4, N7. (28)

Ships: Maintains ships @ M6, M4, M5, N7. (Uses 4 tokens from treasury.)

Movement: Ship M5-M6-N2(load 2t)-N1-PP(drop 1t)-P2(drop 1t),  
Ship N4-P9(load 2t)-S5-N7(load 1t)-N8(drop 3t), 1t M4-M7,  
1t N8-N9, Ship H7-S4-M4(load 1t)-M5-M6(load 1t)-M9(drop 2t),  
Ship M6-S4-M8(load 2t)-M7(load 2t)-M6-H9(drop 4t); Holding: 2t H8,  
2t N4, 3t M3, 1t M6, 2t M4, 2t N2, 1t N7, 2t P9.

EGYPT (Rick Dorsey, 10504 Nickelby Way, Damascus, MD 20372)

Collects 9 tokens taxation (used Coinage) (has 14).

Expansion gives: 5t @ E7; 4t @ E5, E6, E8, F3, F5, L8, M1;  
2t @ D8, E1, L7. (39)

Ships: Maintains ship @ L7, L8, M1. (Uses 3 tokens from treasury.)

Movement: Ship M1(loads 4t)-P2-P1(drops 4t), 3t F3-F1, 2t E6-F1,  
Ship L7(loads 2t)-M8-S4-E1(drops 2t), 2t E6-G8, 2t E5-E6,  
2t F5-E5, Ship L8(loads 4t)-L7-M9-S4-G8(drops 4t), 2t E7-D8,  
2t E5-E7; Holding: 4t E8, 2t F5, 1t F3, 2t E1, 2t D8, 3t E7.

ITALY (Bill Wulff, 1618 Cody Drive, Silver Spring, MD 20902)

Collects 5 tokens taxation (Used Coinage) (has 27).

Expansion gives: 6t @ A3; 4t @ A1, B3, C1; 2t @ B1, B5, C2, C7. (26)

Ships: Builds ships @ A3, A3, B5, C2. (Uses 8 tokens from treasury)

Movement: Ship B5(load 1t)-B4-B1(load 1t)-A6(drop 2t), 2t A1-A3,  
Ship A3(loads 3t)-A8-A9-R2(drop 3t), 4t B3-B6, 1t C7-C8, 2t C1-C2,  
Ship A3(loads 3t)-A8-A9-R2(drop 3t), Holding: 2t A1, 1t B1, 1t B5,  
1t C7, 2t C1; Ship C2(loads 2t)-C3-C4-B8-B6(drops 2t).

THRACE (Paul Kelly, 3330 Esperanza Drive, Concord, CA 94519)

Collects 8 tokens taxation (Used Coinage) (has 8).

Expansion gives: 6t @ K7; 5t @ D6, K2, K5; 4t @ A5, D3, D7, K1, P1, R4;  
2t @ D9. (47)

Ships: Maintain ship @ P1, R4. (use 2t from treasury)

Movement: Ship R4(load 2t)-P4(drop 2t)-P3-K7, 2t K7-R4, 3t A5-A9,  
Ship P1(load 2t)-P4(drop 2t)-R4, 2t K2-K1, 2t D3-D2, 2t D6-D5,  
2t D8-D6, 2t D6-D4, 1t D7-D6; Holding: 4t K1, 3t K2, 5t K5, 1t A5,  
4t K7, 2t D3, 1t D6, 3t D7.

### CONFLICT

Space G9 - Egypt	Babylon	Space K4 - Assyria	Babylon
Start	6	Start	2
End	4	End	1
Space M9 - Crete	Babylon	Space P4 - Thrace	Babylon
Start	7	Start	4
End	6	End	3
Space P2 - Crete	Thrace		
Start	1		City
End	0		City

### BUILD CITIES

ASSYRIA: L2. Has E3,G1,G2,G5,L3,L5,M2,M3.  
BABYLON: None. Has F2,G6,G7,G9,H2,H4,H7,J6,J9.  
CRETE: N8. Has B7,M5,M9,N1,N3,N5,N6.  
EGYPT: None. Has C6,C9,D1,E2,E4,F1,F6,F7,F8.  
ITALY: B6,R2. Has A4,B2,B4,C3,C5.  
THRACE: None. Has A2,D4,K6,R1,R3,P2,P3,P5.

### REMOVE SURPLUS POPULATION

ASSYRIA: 1t @ L2 to city, 2t @ M3 to city, 1t @ L8 to 3t.  
BABYLON: None.  
CRETE: 3t @ N9 to 3t.  
EGYPT: 2t @ P1 to 2t, 5t @ F1 to city, 4t @ G8 to 3t, 1t @ D8 to 3t.  
ITALY: None.  
THRACE: 2t @ D4 to city, 1t @ D7 to 2t, 1t @ P4 to 2t, 2t @ K1 to 4t,  
1t @ D6 to 3t.

### REDUCE UNSUPPORTED CITIES

None.

### ACQUIRE TRADE CARDS

ITALY: #1,#2,#3,Red,#5,#6,#7, buys #9. Has 12 trade cards.  
THRACE: #1,#2,#3,#4,#5,#6,#7,#8. Has 14 trade cards.  
CRETE: #1,#2,#3,#4,#5,#6,#7,#8. Has 10 trade cards.  
ASSYRIA: #1,Red,#3,#4,#5,#6,#7,#8,#9. Has 14 trade cards.  
BABYLON: #1,#2,#3,#4,#5,#6,#7,#8,#9. Has 13 trade cards.  
EGYPT: #1,#2,#3,#4,#5,#6,#7,#8,#9. Has 15 trade cards.

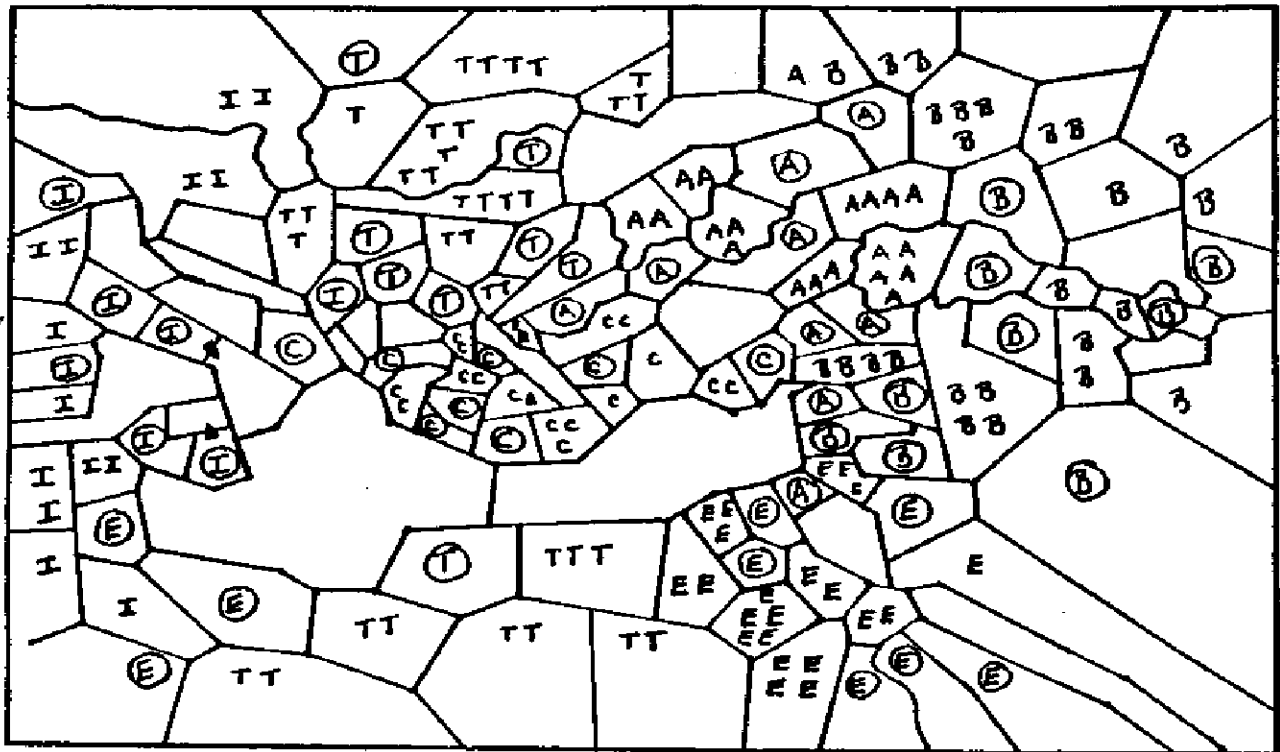
### Press

Assyria to Merchants: Looking for Timber and Wine?

Assyria to Egypt: Sorry, no I didn't receive your RA Holiday season card - but best of wishes - may you be put in the boat across the Nile soon - happy after life.

Lo, and the exertions of King Gylippus of Tiryns were met with great success, and the expedition he led to Crete captured the city of the blue-painted and red-haired Thracians who dwelt there, but so vast was Gylippus' army and so ravaged were the farmlands about the city that after the conquest, the city waned, and became no more than a small town where once had stood many temples and fine, strong walls.

But barely did this unfortunate southern know peace than a new menace appeared. For the Great King of Babylon, a nation far to the east in the land of Two-Rivers, had secured ports upon the Syrian coast, and from there launched vast numbers of ships, laden with men and armaments, and arrayed for war. And some of this great armada descended upon the east of Crete, and took it, enslaving all they found, and sending the riches of the land back to their treasure cities in the east. By this time King Gylippus had been laid to rest in the tombs of his fathers, and his son and successor, Menelaus the Keen, sent messages to his sub-kings, and gathered together all the armed might of the Achaeans, and set forth by sea himself to slay the Babylonians and drive them from his country.



BEETHOVEN'S LAST

Civilization

Turn 14B

STOCK MARKET RISES TO NEW HIGH

**TRADES**

ASSYRIA trades 3 cards worth 27 points including WINE to ITALY for 3 cards worth 10 points including TIMBER.

ASSYRIA trades 4 cards worth 13 points including SILVER to THRACE for 3 cards worth 19 points including GRAIN.

ITALY trades 3 cards worth 13 points including SALT to EGYPT for 6 cards worth 52 points including WINE.

CRETE trades 3 cards worth 15 points including SPICE to EGYPT for 3 cards worth 14 points including GEMS.

THRACE trades 4 cards worth 14 points including RESIN to CRETE for 4 cards worth 23 points including SILVER.

ITALY trades 4 cards worth 40 points including RESIN to CRETE for 5 cards worth 50 points including GEMS.

Notes: There has been a proposal for a concession to Egypt. Please vote on this before the above deadline. One NO vote will defeat it. Failure to vote will defeat the proposal, but it will be automatically re-proposed. At that time, failure to vote will count as a YES vote.



EGYPT purchases DEMOCRACY with 6 salt (108) + 2 gold (36) + 25 credit (Literacy) + 10 credit (Engineering) + 10 credit (Agriculture) + 10 credit (Metalworking) + 1 treasury = 200 Has 4 trade cards.  
Agriculture, Astronomy, Coinage, Democracy, Engineering, Law, Literacy, Medicine, Metal Working, Mysticism, Philosophy.

BABYLON purchases nothing. Returns one card to each of the following piles: 1, 2, 3, 4, 5, 6, 9. Has 6 trade cards.  
Agriculture, Astronomy, Coinage, Engineering, Literacy, Metal Working, Mysticism, Pottery.

ASSYRIA purchases PHILOSOPHY with 6 timber (108) + 1 gold (9) + 20 credit (Astronomy) + 20 credit (Medicine) + 15 credit (Architecture) + 25 credit (Literacy) + 3 grain (36) + 11 treasury = 240  
Has 3 trade cards.  
Agriculture, Architecture, Astronomy, Drama & Poetry, Law, Literacy, Medicine, Metal Working, Philosophy, Pottery.

CRETE purchases CLOTH MAKING and DRAMA & POETRY with 2 cloth (20) + 3 iron (18) + 3 hides (9) + 10 credit (Engineering) + 10 credit (Metal Working) + 5 credit (Architecture) + 5 credit (Literacy) + 5 credit (Mysticism) + 23 treasury = 105 Has 2 trade cards.  
Architecture, Astronomy, Cloth Making, Drama & Poetry, Engineering, Literacy, Metal Working, Mysticism.

THRACE purchases CLOTH MAKING and LITERACY with 3 silver (54) + 7 ochre (49) + 10 credit (Agriculture) + 10 credit (Pottery) + 15 credit (Architecture) + 20 credit (Drama & Poetry) = 158  
Has 5 trade cards.  
Agriculture, Architecture, Cloth Making, Coinage, Drama & Poetry, Literacy, Medicine, Pottery.

ITALY purchases LAW and DEMOCRACY with 6 wine (180) + 4 iron (32) + 3 spice (63) + 30 credit (Architecture) + 10 credit (Engineering) + 50 credit (Literacy) + 10 credit (Pottery) + 14 treasury = 375  
Has 3 trade cards.  
Architecture, Coinage, Democracy, Engineering, Law, Literacy, Medicine, Pottery.

#### CALAMITIES

Assyrian Earthquake reduces city at M3 to 3 tokens.

Italian Civil War: (Has Democracy) Picks city at A4; tokens at C2, C2, C8, A1, A1, A3, A3, A6, A6, C1. XXXXX Must pick the remaining six cities to have an even point count. Italy takes this fraction. One token at C7, C1, B5, and B1 revert to xxxxx.

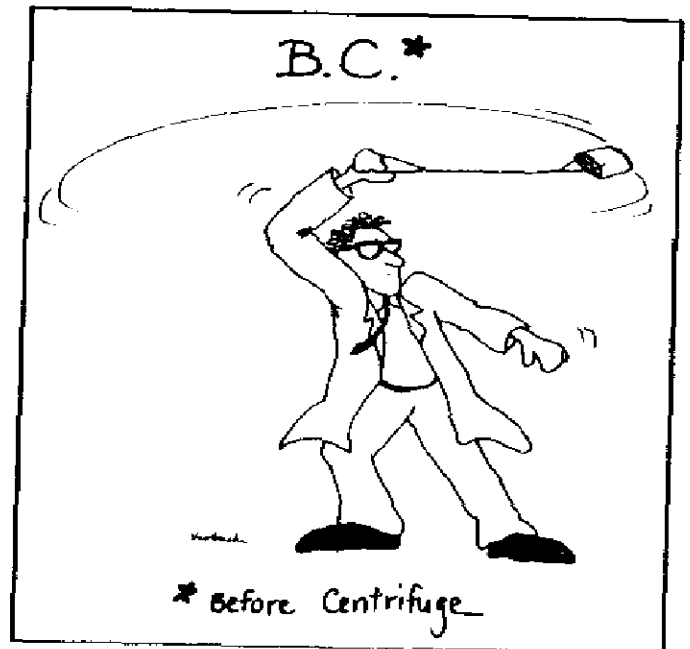
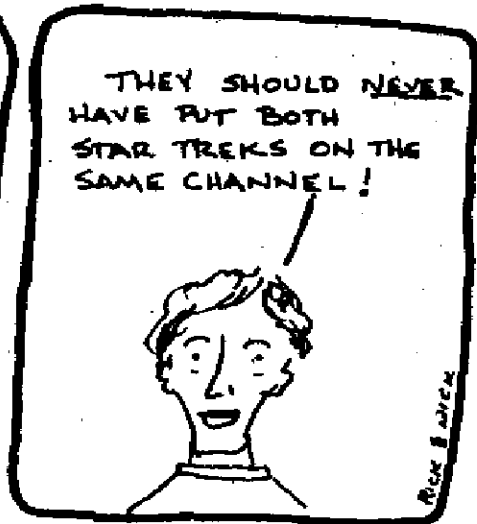
#### ALTER AST

Assyria and Egypt move up to the 13th square. Babylon and Crete move up to the 12th square. Italy and Thrace move up to the 11th square. Egypt is in the Late Iron Age. Assyria, Babylon, Crete, Italy and Thrace are in the Early Iron Age.

Assyria is already above the required limit of 1000 points to move into the Late Iron Age next round.  
Your trade cards are:

Turn 15A will be due by June 10, 1988. Failure to send in moves will result in no population expansion or movement. The vote for the concession to Egypt did not pass. There were no negative votes, but there were several abstentions. This proposal is reintroduced. Vote on it with the 15A moves. Failure to vote this time will be counted as a YES vote.

College Avenue by Rick and Nick



*The Way it Is by Jim Ford*



"If we're still backlogged by lunchtime, just mark every tenth bottle positive."

Fall 1904

ITALIANS RETAIN HOME CENTERS

RETREATS: English 1A StP-Fin; Italian 2F Gre-Ion.

AUSTRIA: 1A Ser (S) 1F Gre, 2A Rum-Bul, 3A Tri H, 4A Vie (S) 3A Tri, 1F Gre (S) 2A Rum-Bul, 2F Adr (S) 3A Tri.

ENGLAND: 1A Fin-Nwy, 2F Hrg (S) 1A Fin-Nwy, 3F Mid-Eng, 4F Eng-Nth.

FRANCE: 1A Bur (S) ENGLISH 4F Eng-Bel/NSO, 2A Pic-Bre, 3A Mar-Spa, 1F Por (S) 3F Bre-Mid, 2F Trn-Nap, 3F Bre-Mid.

GERMANY: 1A Swe-Fin, 2A Ruh (S) 4A Hol-Bel, 3A Mun-Bur, 4A Hol-Bel, 1F Bel-Pic, 2F GoB (S) 1A Swe-Fin, 3F Den-Swe.

ITALY: 1A Alb-Nap, 2A Ven-Rom, 3A Tyo-Pie, 2F Ion (C) 1A Alb-Nap.

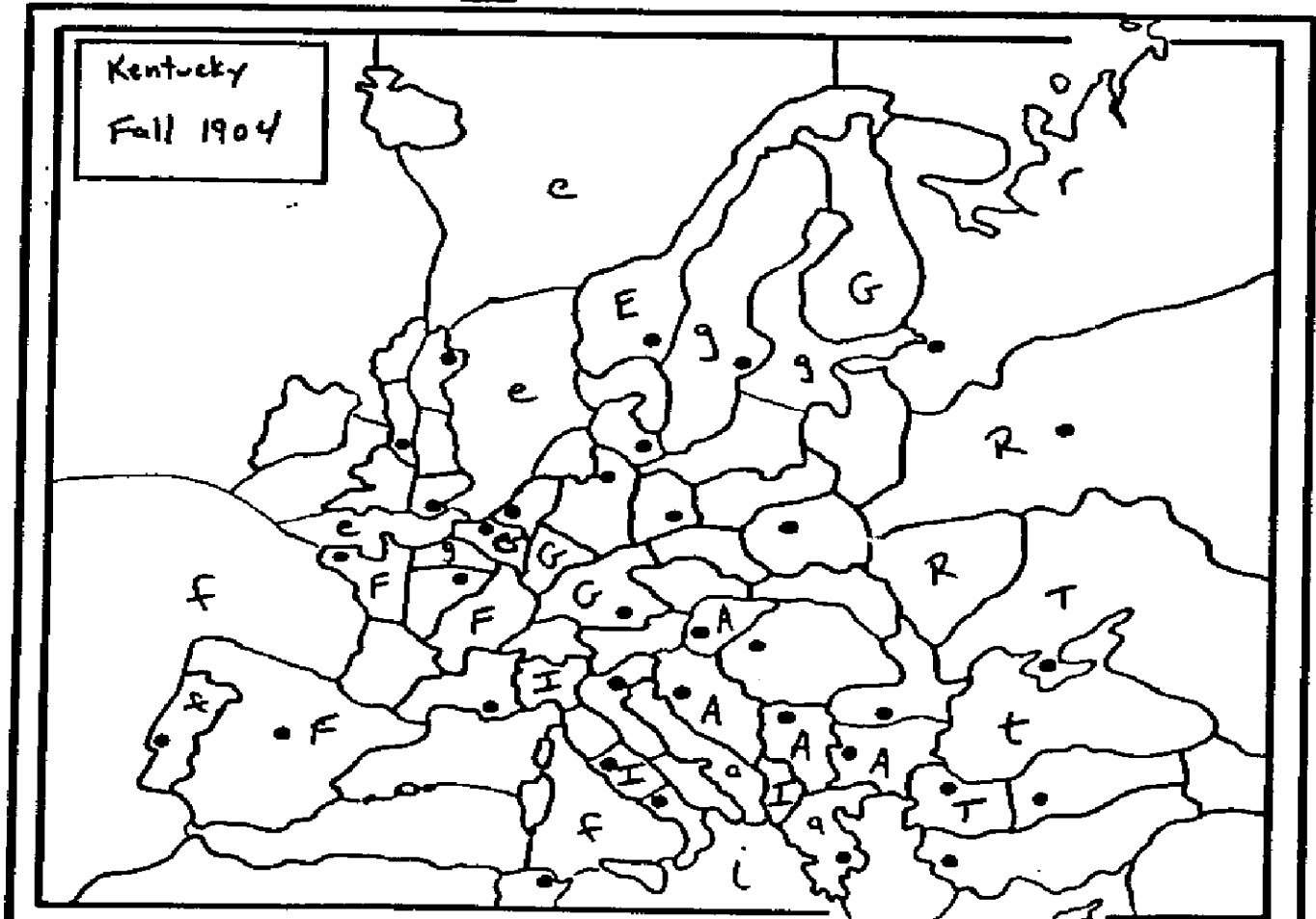
RUSSIA: 1A Ukr-Sev, 3A Mos (S) 1A Ukr-Sev, 2F StP(nc) H.

TURKEY: 2A Sev H, 3A Con-Bul, 1F Bla (S) 2A Sev.

DIP: The Winter 1904 adjustments and Spring 1905 moves are due by the date listed on page two of this issue.

SUPPLY CENTER CHART.....1904

AUSTRIA:	Bud	Tri	Vie	Rum	Ser	Bul	Gre.....	7	Builds 1
ENGLAND:	Edi	Lon	Lpl	Nwy	<del>StP</del>			4	Constant
FRANCE:	Bre	Mar	Par	Por	Spa	Tun.....		6	Constant
GERMANY:	Ber	Kie	Den	Hol	Bel	Mun	Swe.....	7	Constant
ITALY:	Nap	Rom	Ven	<del>Bud</del>				3	Remove 1
RUSSIA:	Mos	<del>StP</del>	War	StP.....				3	Constant
TURKEY:	Ank	Con	Smy	Sev.....				4	Builds 1



Spring 1903  
ENGLISH PREPARED TO MAKE HUGE GAINS

RETREATS: German 2A Sil-Pru; Russian 3A StP-Nwy.

AUSTRIA: Builds 5A Tri. 1A Ser (S) 5A Tri-Alb., 2A Rum-Bul.,  
3A Bud (S) 1A Ser, 4A Gal-War., 5A Tri-Alb.

ENGLAND: Builds 3A Edi, 4F Lon. 1A Hol-Kie, 2A Bel-Hol,  
3A Edi-Nwy, 1F Den (S) 1A Hol-Kie, 2F Nth (C) 3A Edi-Nwy,  
3F Eng H, 4F Lon (S) 3F Eng.

FRANCE: Constant. 1A Mar H, 2A Mun (S) RUSSIAN 2F Kie/MSO.,  
3A Bur (S) 1A Mar, 1F Mid (S) 2F Bre-Eng., 2F Bre-Eng.

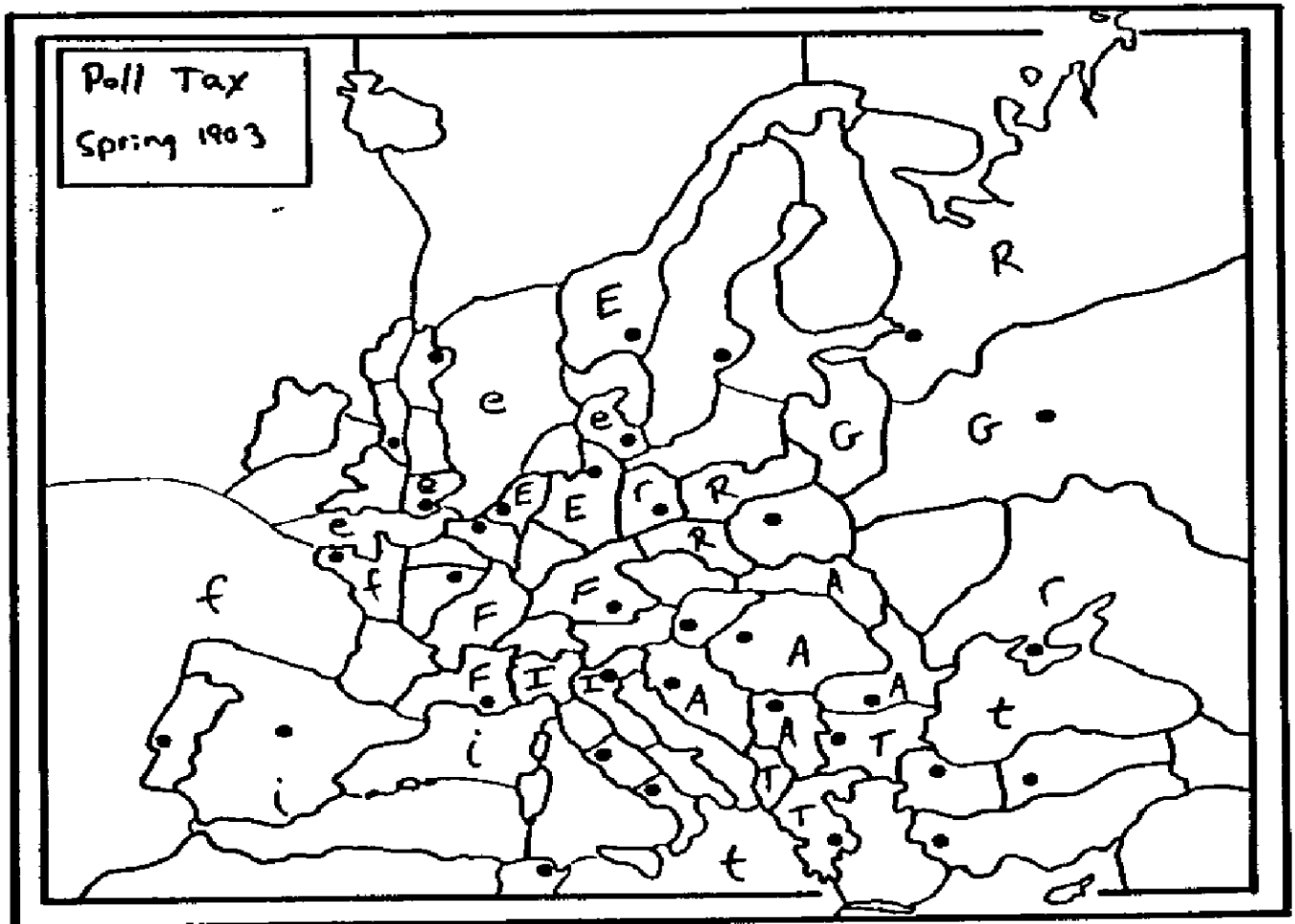
GERMANY: Removes 1F GoB. 1A StP-Mos, 2A Pru-Lvn, 3A  
Ber-Pru/ANN.

ITALY: Constant. 1A Tus-Ven, 2A Pie-Mar., 1F Wes-Spa(sc),  
2F GoL (S) 1F Hes-Spa(sc).

RUSSIA: Constant. 1A Sil (S) 2F Kie-Ber, 2A War-Pru,  
3A Nwy-StP, 1F Sev-Rum., 2F Kie-Ber.

TURKEY: Builds 2F Ank. 1A Alb H, 2A Con-Bul, 3A Gre (S)  
2A Con-Bul, 1F Ion (S) 1A Alb, 2F Ank-Bla.

DIP: The Fall 1903 moves are due by the date listed on page 2 of  
this issue.



CATCH(1987CJ)

DIPLOMACY

Spring 1904

BRITS HOLD OFF RUSSIANS WITH A LITTLE HELP FROM THEIR FRIENDS

RETREATS: Turkish 1F Aeg-Con.

AUSTRIA (Ken Gestiehr, P.O.Box 302, El Cajon, CA 92022)  
Removes 2A Tri, 3A Gal. 1F Gre (S) RUSSIAN 1F Rum-Bul(ec)/NSO, 2F A1b (S)  
1F Gre.

ENGLAND (Rick Dorsey, 10504 Nickelby Way, Damascus, MD 20872)  
Constant. 1A Bel-Pic, 2A Edi-Lp1, 2F Hth (S) GERMAN 2F Den, 3F Eng (S)  
1A Bel-Pic.

FRANCE (Fred Hyatt, 60 Grandview Place, Montclair, NJ 07043)  
Constant. 1A Bur (S) 2A Boh-Mun/dsl(Mar,Gas,Par,Bel,otb), 2A Boh-Mun,  
3A Bre H, 1F HAO-Nrg, 2F Mid H.

GERMANY (Tony Brooks, 4 Esuark Circle, Edgewater, MD 21037)  
Builds 4A Ber. 1A Hol-Kie, 2A Ruh (S) 3A Mun-Bur, 3A Mun-Bur, 4A Ber-Mun,  
2F Den (S) ENGLISH 2F Nth.

ITALY (Keith Evans, 1367 Alderton Lane, Silver Spring, MD 10906)  
Builds 3F Nap. 1A Tyo (S) FRENCH 2A Boh-Mun, 2A Vie (S) AUSTRIAN  
3A Gal-Bud/NSU(Austrian), 1F Aeg-Ion, 2F Trn (S) 1F Aeg-Ion, 3F Nap-Apu.

RUSSIA (John Crosby, 9031 Cardiff Road, Richmond, VA 23235)  
Builds 4F StP(nc). 1A Ser-Tri, 2A Bud (S) 1A Ser-Tri, 3A Sil-Boh,  
4A Ukr-Rum, 5A War-Gal, 1F Rum-Bla, 2F Ska (S) 3F Nwy-Nth, 3F Nwy-Nth,  
4F StP(nc)-Nwy.

TURKEY (Chris Kremer, 1412 Poinsett Drive, Chapel Hill, NC 27514)  
Builds 3F Smy. 2A Bul (S) RUSSIAN 1A Ser/NSO, 1F Con (S) 3F Smy-Aeg,  
2F Eas-Ion, 3F Smy-Aeg.

DIP: Moves are due by the date listed on page two. There was a mistake on the map last turn. The Italian fleet should have been in Trn instead of Adr. The proposal for a concession to Russia was defeated by a vote of 1 YES, 4 NO, and 1 ABSTAIN

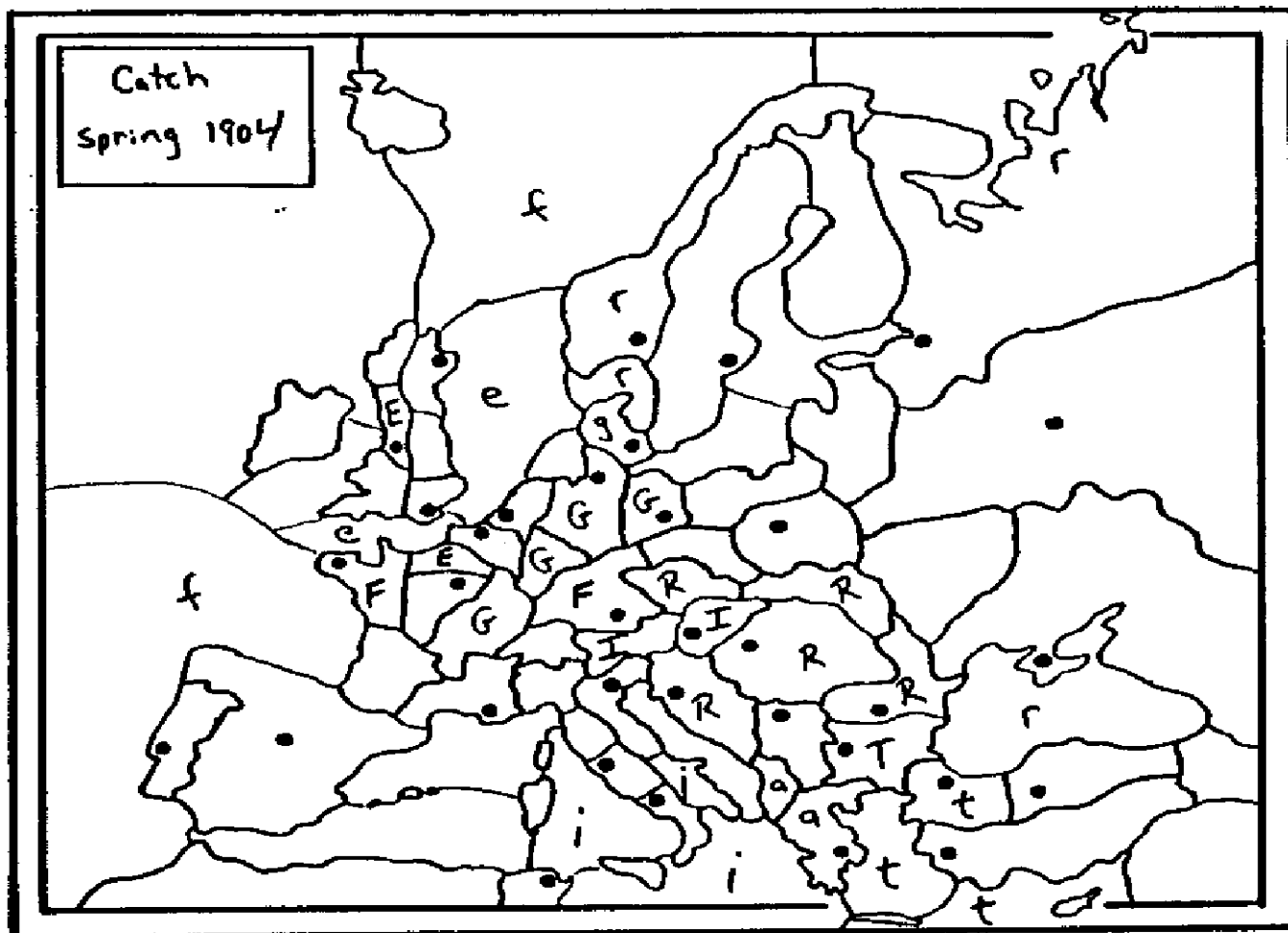
PRESS

AUS-TUR: You would stand to gain more if you sided with Austria and Italy against Russia, rather than being Russia's pawn. You think he's going to let you win? If you do, you don't know him very well.

ROM-BER: This is for your alliance with Russia.

Private Communique to France: If Germany supported the English fleet in the North Sea, then England is not on our side.

The Berlin Chronicle (Jan 8, 1904): Rumor has it that the Russians are sore losers. When they get in a bad position they quit and NMR out of the game. Maybe we should be considerate and let him win this game, so that his feelings aren't hurt.



I, \_\_\_\_\_, wish to be a standby in THE APPALACHIAN GENERAL. I will accept and play any position that I am given. For every time I submit standby moves, I will receive one free issue of TAG. In addition, if I should become the player of record, I will receive three additional issues of TAG free after I have played three turns without an NMR. I wish to standby for the following games:

- |                          |                         |
|--------------------------|-------------------------|
| _____ Diplomacy          | _____ Gunboat Diplomacy |
| _____ Final Conflict III | _____ Civilization      |
| _____ Woolworth II-D     | _____ 7x7 Gunboat       |

#### CURRENT STANDBYS

##### DIPLOMACY

Behnen, Bongard, Brooks, Crosby, Dorsey, Gestiehr, Hoffman, Holley, Hood, Kelly, Kremer, Lutterbie, Mann.

##### GUNBOAT DIPLOMACY

Brooks, Crosby, Dorsey, Evans, Gestiehr, Hoffman, Holley, Hood, Kelly, Kremer, Lanier, Lutterbie, Michaels.

If you would like added to this list, fill in the above form and send it to:  
 Dave McCrumb, Route 1, Box 109, New Castle, VA 24127  
 If you would like removed from this list, please let me know.

New Castle, Virginia 24677

Route 1, Box 109

THE APPALACHIAN GENERAL